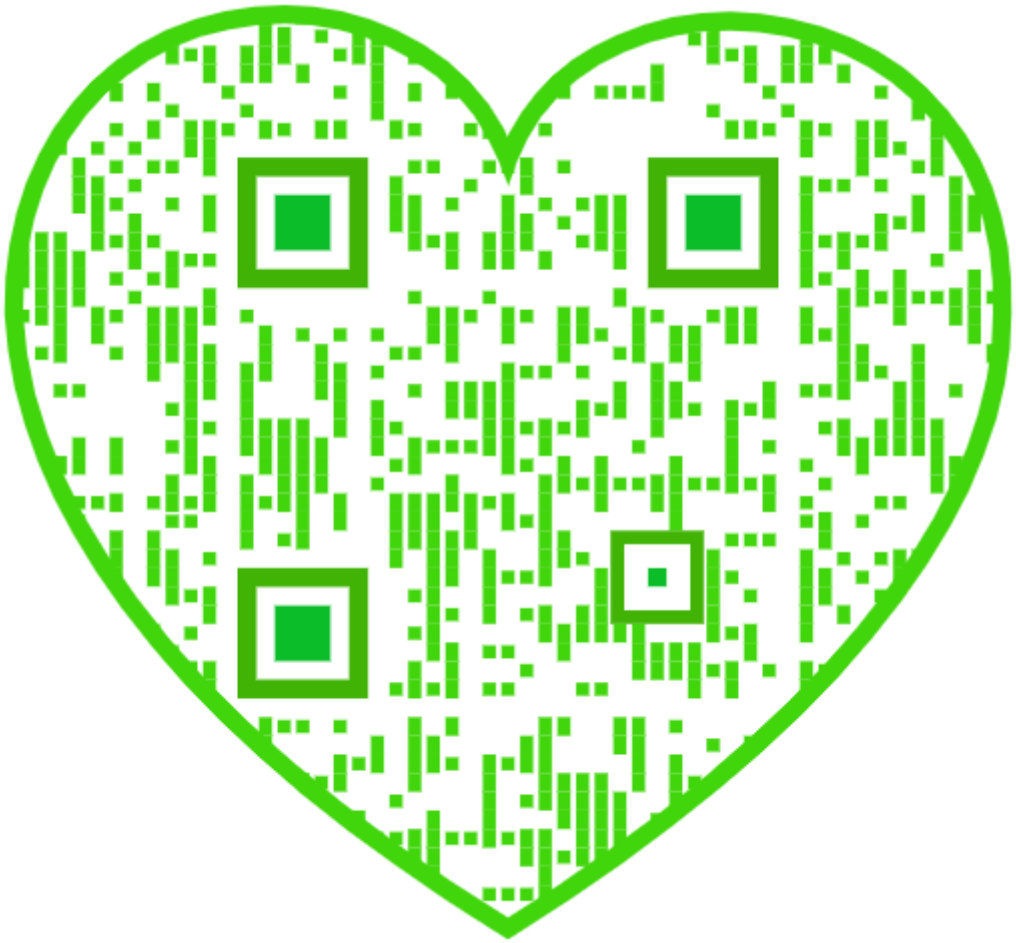
(Hand to Hand: Martial Arts) Aikido (revised)

Skill Cost: Four "other" skills, or as noted under O.C.C. Skills section.
Techniques Known at First Level: Body Block/Tackle (1D6 damage), Body Flip/Throw (2D6 damage), automatic flip/throw, critical flip/throw, breakfall, disarm, roll with punch/fall/impact, pull punch, multiple dodge, automatic parry, kick attack (2D4 damage), and the basic strike, parry and dodge.
Locks/Holds: Arm hold, leg hold, body hold, neck hold, wrist lock, arm lock
Special Attacks: ***Knife hand knock-out*** (Special! The opponent must first be in some sort of joint lock or bound. It does no damage but renders the victim unconscious for 2D4 melees. Requires a normal strike roll), combination automatic parry/strike, combination automatic parry/throw (automatic flip/throw).
Modifiers to Attacks: Pull punch, knock-out/stun, automatic flip/throw, critical flip throw, critical strike.
Additional Skills (Choose Two): W.P. Knife, W.P. Forked (Sai), W.P. Blunt (Tonfa), W.P. Paired Weapons. Also choose any two domestic or domestic:cultural skills, or Holistic Medicine (any) or Identify Plants & Friuts. Selected skills recieve a +15% skill bonus.
Character Bonuses: Add +2D4 to P.P.E. and I.S.P. (if applicable), +2D6 to S.D.C., +1D4 to M.E., +1 to P.P., and +1 to P.E.
Level Advancement Bonuses:
Level 1: Add two additional attacks per melee, +2 to parry and dodge, +3 to breakfall, +2 to roll with punch/fall/impact, +2 to body flip/throw, critical flip/throw on natural 20 (double damage; 4d6 damage), critical strike on natural 20..
Level 2: Learns automatic locks, +1 on initiative, +2 to parry and dodge.
Level 3: Learns knife hand knock-out, add +1D6 to P.P.E or I.S.P., +1 to disarm.
Level 4: One additional attack per melee, +1 to strike, +1 to body flip/throw .
Level 5: Automatic Dodge, critical flip/throw on natural 18 or better (double damage), +1 to body block tackle.
Level 6: +1 to parry and dodge, +1 to body flip/throw (flip/throw damage does 2D6 extra damage instead of the usual 1D6 damage, inflicting 3D6 total damage).
Level 7: +2 to pull punch, +1 to disarm.
Level 8: One additional attack per melee, +1 to breakfall.
Level 9: +1 on initiative, +1 to strike, parry and dodge.
Level 10: Add +2D6 to P.P.E. or I.S.P., +1 to disarm.
Level 11: +1 to parry, +2 to dodge, and +1 to body flip/throw.
Level 12: One additional attack per melee.
Level 13: +1 on initiative, +2 to body block/tackle.
Level 14: Critical strike on natural 18, 19, or 20.
Level 15: One additional attack per melee



Aikijutsu (Exclusive)

Aikijutsu developed within the Aizu domain of Japan where certain families came together, bringing their own expertise in Jujutsu, swordsmanship, spearmanship, horsemanship, archery, strategy, and other war-related arts. Other non-martial arts were also valued such as calligraphy, poetry, healing arts, ethics, etiquette, and other areas of learning more related to peace. The more traditional lines of Aikijutsu today still give priority to the spiritual training of the student, and judges his or her progress by means of character, dedication, humility, willingness to contribute to the welfare of the dojo, the progress of the fellow students, and other traits that show a loyal and selfless spirit. These make a student worthwhile to be instructed in the inner secrets of the art. These fundamental principles are:

1. Metsuke: Meeting or focus of the eyes.

2. Kokyu: Breathing.

3. Ma-ai: Distance between opponents.

4. Kuzushi: Breaking the opponent's balance.

5. Zanshin: Staying attentive at the end of a technique.

6. Aiki: Spirit or energy unification.

Entrance Requirements: Limited to those of Honorable Alignments. Minimum Attributes include I.Q. 9, P.S. 8, P.P. 12, and Spd. 10.
Skill Cost: 14 years
Costume: Keikogi and Hakama
Stance: Facing opponent with one foot forward and the other back, arms extended forward as if holding a sword.

CHARACTER BONUSES

Add 1 to P.S.

Add 1 to P.P.

Add 1 to M.E.

Add 2 to Spd.

Add 5 to Chi

COMBAT SKILLS
Attacks per Melee: 3
Escape Moves: Roll, Maintain Balance
Basic Defensive Moves: Dodge, Parry, Auto Parry
Advanced Defenses: Multiple Dodge, Circular Parry, Parry/Attack, Auto Roll, Break fall, Disarm
Hand Attacks: Punch, Knife Hand, Palm Strike
Basic Foot Attacks: Kick, Backward Sweep, Trip/Leg Hook, Snap Kick, Reverse Turning Kick, Drop Kick
Jumping Foot Attacks: Jump Kick
Special Attacks: Death Blow, Leap, Body Block/Tackle, Body Flip/Throw, Choke, Knee, Elbow, Forearm, Grab/Attack, Parry/Attack, Paralysis Attack, Headbutt
Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock
Weapon Katas (Pick two): W.P. Bokken, W.P. Daikyu, W.P. Katana , W.P. Naginata, W.P. Spear, W.P. Wakizashi
Modifiers to Attack:Pull Punch, KO/Stun, Critical, Death Blow, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING
Martial Arts Powers: Automatically receives Zanshin, Select one Power from Body Hardening, Special Katas, or Martial Art Techniques.
Language: Japanese.
Cultural Skills: Calligraphy, Etiquette, First Aid, Haiku, Horsemanship, Strategy, Ukio-E.
Philosophical Training: Zen

LEVEL ADVANCEMENT BONUSES
Level 1: +3 to Roll, +2 to Parry/Dodge, Critical on a 19 or 20.
Level 2: +1 to Strike, +1 to Disarm.
Level 3: +1 to Body Flip/Throw (2D6 damage), +2 to Maintain Balance, Select one Power from Body Hardening, Special Katas, or Martial Art Techniques.
Level 4: +1 Attack, KO/Stun on an 18, 19, or 20.
Level 5: +2 to Roll, Critical on an 18, 19, or 20, Death Blow on a Natural 20.
Level 6: +1 Attack, Select one Power from Body Hardening, Special Katas, or Martial Art Techniques.
Level 7: +1 Body Flip/Throw, +1 to Damage.
Level 8: +1 Disarm, +1 to Maintain Balance.
Level 9: +2 to Roll, +1 to Damage.
Level 10: +1 Attack, +1 to Parry/Dodge, +1 to Disarm.
Level 11: + 1 to Damage, Select one Power from Atemi, Special Katas, or Martial Art Techniques.
Level 12: +1 to Parry/Dodge, +1 to Strike.
Level 13: +1 Attack, +2 to Roll, +1 to Maintain Balance.
Level 14: Death Blow on a Natural 19 or 20, Select one Power from Atemi, Special Katas, or Martial Art Techniques.
Level 15: +1 Attack, Select one Zenjorike.

Why Study AIKIJUTSU?

Combining the best of Jujitsu and Kenjitsu, Aikijutsu is a powerful art with awesome offensive and defensive abilities. The main drawbacks are the intensive, rigorous and strict training, coupled with limited mental abilities.

Aikikai Aikido (EXCLUSIVE)

Entrance Requirements: Alignment must be Principled (good), Scrupulous (good), Unprincipled (selfish), or Aberrant (evil). There are no attribute requirements.

Skill Cost: 15 years
(Basically, this is a representation of Aikido based on my GM's numerous complaints. It's resemblance to "true" Aikikai-school aikido is indeterminate. In terms of history and philosophy, it is identical to the Aikido found on page 84 of Ninjas and Superspies.)
Costume: Standard Karate outfit with the addition of a black hakama
Stance: Shizentai Gamae; a natural stance, facing either right or left, feet a shoulder's width apart, forward hand outstretched loosely, rear hand held back for defense.

CHARACTER BONUSES:
Double Normal CHI
+4 ME
+2 PP

COMBAT SKILLS
Attacks per Melee: 1 Escape Moves: Roll with Punch/Fall/Impact, Breakfall Basic Defensive Moves: Dodge, Parry, Automatic Parry Advanced Defenses: Multiple Dodge, Circular Parry, Disarm Hand Attacks: Strike (Punch), Knife Hand Foot Attacks: None Special Attacks: Body Flip/Throw, Automatic Flip/Throw, Critical Flip/Throw Holds/Locks: Neck Hold, Wrist Lock, Elbow Lock, Automatic Wrist Lock, Automatic Elbow Lock Weapon Katas (Pick Two): WP Sword--Katana, WP Sword--Bokken, WP Knife--Tanto, WP Jo Staff

SKILLS INCLUDED IN TRAINING
Martial Arts Powers: Recieves the Zanshin Martial Arts Technique automatically. Select one additional power from Atemi Abilities or Chi Mastery.
Language: Japanese, Full Literacy
Cultural Skills: Ikebana, Bonsai, Calligraphy, Ukio-E, Haiku, or Go Philosophical Training: Zen

LEVEL ADVANCEMENT BONUSES
(see Ninjas and Superspies, page 85)

WHY STUDY AKIKAI AIKIDO? A slightly more combat oriented style than standard aikido, it should appeal to those who need some offense with their defensive skills. Somewhat less mystic power than the usual aikido.

Anbo-Jyutsu
The Ultimate Way of the Staff

In the distant future of another time-line, the martial arts had become obsolete in the face of super-powerful weaponry. As such, they had been relegated to mostly ceremonial functions and were rarely if ever used in actual combat. Many of the more aggressive martial arts died out completely (or lived on secretly) in those dark times, but at least one new form was created.

Even though humans of the future liked to believe themselves free from all violent impulses, they still required an occasional venting of anger and frustration. Because of the combatant nature of the martial arts, these ancient practices were deemed worthy of further study; the fact that they required great mental and physical discipline as well was seen as a great plus. So, sometime in the mid- to late 23rd century, an historian and student of the martial arts decided to create his own form. Well, it wasn't actually that simple a decision, but it's as good a description as any.

Working with the idea that the martial arts should be a vent for negative emotions and not a means of self-defense, this historian (who is ironically unnamed in the history texts of later eras) synthesized a workable form from his knowledge of many older forms. He called this discipline "Anbo-Jyutsu," but among its practitioners it was often called (wrongly and arrogantly) "the ultimate advancement in the martial arts." Anbo-Jyutsu is practiced and performed in light-weight armor made out of a material similar to kevlar. Its primary weapon is a staff about five feet long, with a padded weight on one end and a carved air-whistle on the other. In combat, these staves made a low, throbbing noise counterpointed with shrill whistles each time it strikes. However, the most stunning thing about this martial art (besides its impressive appearance) is that it is performed without the benefit of sight! All Anbo-Jyutsu armor is built with an attached faceplate which can be lowered or raised. In performances, mock battles, and grudge matches, it is always kept down.

Anbo-Jyutsu has many wide, sweeping, circular motions in it, partly to make up for the lack of sight, but also just for the sake of an impressive appearance. Do not be fooled by thinking this martial art weak just because it prides itself on appearance; on the contrary, practitioners of Anbo-Jyutsu (who often consider it a game rather than a combat discipline) equate being good with looking good and can be truly devastating, both to their mock opponents and their real ones.

(Note: If you want to use this in a campaign that isn't Phase World/Rifts, arbitrate that a group of Anbo-Jyutsu practitioners were caught in a transporter accident and sent to whatever game world you're using. Or just move the background [ie: an historian with a penchant for the martial arts] to whatever game world you're using.)

Entrance Requirements: PP 13; PE 11; MA or PB 12
Skill Cost: 4 years (people can learn Anbo-Jyutsu fairly quickly because of its dependence on the purely physical aspects of martial arts)
Costume: Light, padded armor for competitions which is fairly useless in real battle (AR 16; 25 SDC); traditional colors are red and blue, but any are allowed. If actually fighting, the practitioners go with something comfortable, but stylish, depending on individual tastes.
Stance: Feet planted wide, pointing apart at a 45-degree angle, weight on the balls of the feet rather than the heel. Arms kept level and steady, holding the staff in a defensive posture.

CHARACTER BONUSES

Add 2 to PP

Add 1 to PE

Add 1 to PS

Add 15 to SDC

Add 5 to sound-based perception (if those optional rules are used)

COMBAT SKILLS
Attacks per Melee: 3
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance
Basic Defensive Moves: Parry, Dodge, Automatic Parry
Advanced Defenses: Circular Parry, Disarm, Multiple Dodge, Combination Parry/Attack
Hand Attacks: Strike (Punch), Palm Strike
Basic Foot Attacks: Kick Attack
Special Attacks: Death Blow, Combination Strike/Parry, ***Blindfighting*** (Special, see below), ***Temple Strike*** (Special, see below), ***Tripping Strike*** (Special, see below), ***Pinwheel Attack*** (Special, see below)
Weapon Katas: WP Staff (treat as two levels higher than actual level), WP Short Staff (treat as two levels higher than actual level), WP Short Staff (Paired) (treat as two levels higher than actual level)
Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Behind, ***Staff Choke*** (Special, see below)

SKILLS INCLUDED IN TRAINING
Martial Art Powers: Select a total of two powers from either Body Hardening Exercises (with the exception of Chagi/Kick Practice) or Special Katas. If the optional perception rules are not used, ignore the Blindfighting ability and the perception bonuses, and instead give the character the ability of Zanshin.
Languages: English
Cultural: Performance
Physical: Prowl, Athletics
Philosophical Training: None, except possibly "win as much as possible while looking as good as possible."

If Anbo-Jyutsu is your primary martial art form, then the following other forms can be learned in a shorter time: Jujutsu (3 years), Choy-Li-Fut Kung Fu (4 years), Isshin-Ryu Karate (4 years), Tai-Chi Ch'uan (5 years), or Taido (6 years).

LEVEL ADVANCEMENT BONUSES
Level 1: +3 to roll with punch, +3 to parry, Critical Strike on natural 20
Level 2: +1 to strike with staves, Knock-Out/Stun on natural 19-20
Level 3: +1 attack per melee; +1 to parry/dodge, +1 to disarm
Level 4: +2 to damage with staves, Select one additional martial art power from Special Katas
Level 5: +2 to Maintain Balance, Critical Strike on natural 19-20
Level 6: +1 to roll with punch, +3 to pull punch, Knock-Out/Stun on Natural 18-20
Level 7: +2 to parry, Select one additional martial art power from Body Hardening (except Chagi)
Level 8: +1 attack per melee, +1 to Maintain Balance, +2 to disarm
Level 9: +1 to damage with staves, +1 to parry/dodge, +1 to strike with staves
Level 10: Critical Strike on Natural 18-20, +1 to disarm
Level 11: +1 to strike and dodge, Death Blow on Natural 20
Level 12: Select one additional martial art power from Body Hardening (except Chagi), Special Katas, or Martial Arts Techniques
Level 13: +2 to roll with punch, +1 to disarm, Critical Strike from behind
Level 14: +1 to strike/parry with staves
Level 15: Death Blow on natural 19-20

Why study Anbo-Jyutsu?

Despite its flashy maneuvers and posturing, Anbo-Jyutsu is a viable martial art with a great deal of strength in one area: the staff. Practitioners of this martial art are good at putting on shows, but are also good at winning fights, as long as a staff or rod is readily available (and many carry concealed hardwood dowel rods "just in case"). Those that practice Anbo-Jyutsu never start fights (you might get dirty, after all) and would rather avoid them, but can defend themselves along with the best of

them. The only area in which Anbo-Jyutsu is notably deficient is kick attacks, mainly because the tournament rules (and remember, originally this martial art was just for show) forbid kicks.

Special Maneuvers
Blindfighting

Anbo-Jyutsu is unique among the martial arts in that all matches are fought completely blind! While those that pursue this form as a means of self-defense are not required to fight every battle blind, they are very prepared in case they have to. The rules are simple: At the beginning of each melee round, roll a flat perception check (no bonuses). If it succeeds, the practitioner is only -1 to strike, parry, and dodge. If it fails, then half the usual penalties apply.

Temple Strike

On a called shot at -4 to strike, a practitioner of Anbo-Jyutsu may make a staff or rod strike against the side of an opponent's head. This strike inflicts double damage, results in the negation opponent's combat bonuses for 1D4 melees, and has a 15% +(damage inflicted)% chance of causing knock-out for 1D4 minutes! Repeated usage of this attack (ex: reducing an opponent to 1 HP using only this attack) can result in serious and long-lasting brain damage (GM has final say).

Tripping Strike

This strike is aimed at an opponent's legs, preferably the bend of the knee, but the shin works as well. This attack does minimal damage (1D4) and is used primarily to ensure a knock-down on an opponent. Treat it exactly as the Tripping/Leg Hook from N&SS.

Pinwheel Attack

This flashy, show-off move is used primarily to intimidate but also has good damage. Unfortunately, the use of the Pinwheel Attack (so called because of the "pinwheeling" motions of the attacker's arms) results in an almost compete loss of defensive capability for its duration! The build-up to this attack is eerily silent for all its obvious power. In the moments preceding this attack, the attacker begins to whirl his weapon(s) in a circular pattern that does look like a pinwheel, all the while moving closer to the target. This attack must be the first attack in a melee round, and regardless of the initiative roll, this attack always comes last in the first group of attacks. During the build-up, the attacker may still use circular parries, but may not dodge or use a regular parry, and the circular parry is at -4.

When the attack itself comes, it comes as the whirlwind--fast and hard. The attacker spins in a complete circle, hits the target with both ends of the staff (or both rods), comes to a complete stop, and does the same thing in reverse. In essence, the character gets four attacks for the price of one! Each set of attacks (the first two, then the last two) must be rolled for separately, and unless the opponent has two weapons (or a staff) a parry of the first attack results in a -4 to the parry roll on the second attack (the weapon has been knocked out of line).

When the attack ends, the character may not do anything for the remainder of the round except defend, and may only do that with a penalty of -6! However, this attack is so impressive and cool-looking that any opponent of less than fifth level must save vs. horror factor 15 to avoid being cowed into retreat or submission. More experienced characters without martial arts ability are less impressed by flashy maneuvers and only need a 12 to save. Martial artists of fifth level or above are completely unaffected by this move, considering it the tool of a show-off and braggart.

(Example: Will, a first-level practitioner of Anbo-Jyutsu armed with a bo staff [with which he is considered to have third level proficiency], is in a duel against Kyle, a third level Soldier with Hand to Hand: Martial Arts who is armed with a sword. Will and Kyle each have three attacks per melee. The first round of combat begins; Will gets a 17 on initiative and Kyle gets a 10. Normally, Will would go first, but he declares that he is building up for a Pinwheel Strike. Kyle gets his first attack, going for a

simple sword strike. Will cannot use any defense except a circular parry, and manages to parry the sword strike successfully. Now it's Will's turn. Will goes into his attack run, rolling a 16 to strike for the first pair of staff strikes. Kyle parries the first strike with his sword by rolling an 18, but because of the -4 penalty (which reduces his parry to 14) the butt end of the staff connects squarely with him and inflicts seven points of damage. Then the next two strikes come through the other way; Will rolls 14 to strike. Kyle rolls an 18 to parry, blocking both strikes successfully (but barely on the second one). Will is incapable of any attacks for the remainder of the round, but can now parry, dodge, or whatever [albeit at a -6 penalty] if Kyle attacks him. Fortunately for Will, Kyle [a martial artist of less than fifth level] rolls only a 13 on his save vs. horror factor and books away, deciding he doesn't want anything to do with this fight.)

Staff Choke

This is identical to the Choke ability in N&SS except that is performed with a staff or pair of rods and that it must be done from behind (ie: using the staff to essentially garrote the poor sod in front of you).

A Final Note on Damage and Size

Weapon	Damage	Average Length
Short Staff	1D6 SDC	Five feet
Long Staff	1D8 SDC	Seven feet
Bo Staff	2D4 SDC	8.5 feet
Quarterstaff	1D8 SDC	Six feet
Iron Staff	1D8+2 SDC	Six feet
Rod	1D4+1 SDC	2.5 feet
Ironwood Rod	1D6 SDC	Three feet

Hand to Hand: (Saotome School of) Anything Goes Martial Arts

By Marcus Johnson

Initial Bonuses: +1D6 x10 S.D.C., +4 to P.S., P.P., and P.E., +15 to SPD, +150 ISP
Level 1: 4 attacks per melee, +1 to initiative, +2 to strike, +3 to parry and dodge
Level 2: +2 to maintain balance and roll with punch or fall, +3 to damage
Level 3: Critical Strike on unmodified 18, 19, or 20, +1D4 to PP and SPD, +25 ISP
Level 4: +2 attacks per melee, +2 to strike, parry, and dodge, +1D6 to HP
Level 5: Paired weapons, midair attacks, +2D6 to SDC, +1D4 to PS
Level 6: +4 to damage, +1 to dodge, +50 ISP
Level 7: +4 to roll with punch and maintain balance, automatic dodge
Level 8: +1 attack per melee, Knockout on unmodified 18, 19, or 20
Level 9: +2 to initiative, +1D10 to SDC, +1D4 to PP, +25 ISP
Level 10: +2 to damage
Level 11: Death Blow on natural 20
Level 12: +1 attack per melee, +1D4 to PE and PS, +55 ISP
Level 13: +2 to parry and dodge
Level 14: automatic parry, create on techniques, +4D6 to SDC, SPD, and PS
Level 15: +5 attacks per melee, aging slows down to 1/3 normal rate, Now the master!, Attacks do MDC. Becomes MDC creature. Add Hit Points and SDC together for total, +300 ISP
Abilities of Trainees: Followers of the Saotome School are able to withstand massive amounts of damage and recover faster than normal. They are also able to use techniques created by the masters of the school or their own. Each technique costs ISP(convert to Chi if in Ninjas and Super spies and MDC is converted back to SDC but is x10).
Masters Techniques: The following is a list of attacks known to the masters. They are tought to students worthy of learning the techniques. Usually the character is 3rd level before learning the any techniques.

Personal Training
Description: Increases healing of SDC, Hit Points, and ISP
Level 1 technique
Recovery: Recovers SDC, ISP, and Hit Points 3 times faster

Yoiko-no-taiso Step 1
Description: Steals energy from the target
Level 3 technique
Damage: None, steals all of targets ISP, SDC, and reduces Hit points to 1. Player using this gains all the ISP from target but not the SDC or Hit Points. Loses the gained ISP in 5 melees
Cost: 125 ISP per use
Penalties: Character must eat and drink 4 times normal because metabolism is increase 4X.

Breaking Point
Description: One touch destructive power by using 1 finger
Level 4 technique
Damage: None to anything living, can destroy 800lbs of rock
Cost: 75 ISP per use

Chestnuts Roasting on an Open Fire
Description: Speeds up fist and kick attacks
Level 4 technique
Damage: 1D6 x10 SDC
Cost: 50 ISP per use

Hiru Shotan Han a.k.a. Dragon Punch
Description: A giant energy punch in the shape of a dragon
Level 5 technique
Damage: 2D6 x10 SDC to opponent, no effect on non organic objects
Cost: 200 ISP per use

Shi Chi Hokodan
Description: Energy Beam from the character focused by the hands
Level 5 technique

Damage: 1D6 x10 SDC
Cost: 100 ISP per use

Power Chi

Description: Channels ISP to get 1 extra attack per melee
Level 8 technique
Cost: 75 ISP per 1 attack; can only get 3 extra per melee

The Art of Battering

This is one of the many fighting arts developed by the Kydians (Atlantis, page 47). This is also one of the most brutal of Kydian martial arts. Originally, this was developed by the police forces to subdue criminals, but it spread in popularity, and was eventually available to all Kydians.

A practitioner of this style will enter combat rapidly, with the intent to land as many blows as possible in the shortest amount of time. The goal of this method is not to inflict pain, but to end the confrontation as soon as possible. Most of the time, if the opponent backs down, or surrenders, the attack will end.

Practitioners of this style rarely attempt to dodge or parry an attack (unless the opponent is using a weapon), preferring to take the damage while launching their own attacks (simultaneous Attack).

Those who practice this art demonstrate a particular interest in physically developing their bodies, and can often be identified by their unusually "ripped" physique.

Entrance Requirements: P.S. 23, P.P. 10, P.E. 12
Costume: Shorts, leather straps on the hands.

Stance: Similar to a boxing stance, but the both fists are held up and out at shoulder level.

CHARACTER BONUSES

Add +3 to P.S.

Add +15 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 3
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance
Basic Defense Moves: Dodge, Parry, Automatic Parry
Hand Attacks: Strike (Punch), Power Punch, Roundhouse Punch (1D10 damage), Palm Strike, Backhand
Special Attacks: Death Blow, Knee, Forearm, Elbow, Simultaneous Attack, ***Ear Box*** (SPECIAL! The character slams both of his fists into the opponent's ears. Requires a strike roll of 12 or better. Inflicts 2D6 damage, and the victim must save versus pain, with a 14 or better, or lose initiative and two melee attacks for 1D4 melee rounds. There is a damage x3% chance that the victim will be rendered permanently deaf).
Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from rear

Special Katas
The Flurry: This is very similar to the Muay Thai kata, Lightning Form. The Kydian is able to deliver all of his attacks for the melee round on his first attack. This must be his first attack, and he must have initiative. After he uses his attacks, he cannot dodge, and suffers a -3 penalty to Parry for the remainder of the melee round.

SKILL INCLUDED IN TRAINING
Physical: Body Building

LEVEL ADVANCEMENT BONUSES
Level 1: +1 to Strike, Knock-Out/Stun on Natural 19-20
Level 2: +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance
Level 3: +1 Attack per Melee, +2 to Damage
Level 4: Critical Strike on Natural 19-20
Level 5: +2 to Strike, +1 to Damage
Level 6: Knock-Out/Stun on Natural 18-20

Level 7: +1 Attack per Melee, +1 to Maintain Balance
Level 8: +1 to Strike, +2 to Roll with Punch/Fall/Impact
Level 9: Death Blow on a Natural 20
Level 10: Critical Strike on Natural 18-20, +1 Attack per Melee
Level 11: Automatic Knock-Out on a Natural 19-20
Level 12: +2 to Strike, +2 to Damage
Level 13: Knock-Out/Stun on Natural 17-20, +2 to Maintain Balance
Level 14: +1 Attack per Melee, +2 to Damage
Level 15: Death Blow on a Natural 19-20

Why Study The Art of Battering?

This is an excellent style for those who are interested in developing their bodies and learning how to put people down quickly.

HAND TO HAND: ART OR THE CRYSTAL MIND

Similar to the basic hand to hand combat taught by many, this art also has more metaphysical training, teaching its students to be better mages as well as passable fighters. Its teachings are that energy is a malleable force, be it the energy of an opponent's attack or the energy of a spell. Developed in Dweomer by a battle mage, it was later spread to Tolkeen, Lazlo, the rest of the Federation of Magic, and New Lazlo. Its teachings are simple, but very effective, teaching the average mage both basic self defense and better control over his magic.

Entrance Requirements: Must be a magic using character class
Skill Cost: 4 years (to gain this art, one must be able to gain Martial Arts, and it costs the same as that art, replacing it as a choice for most O.C.C.s.)
Costume: None
Stance: Varies. Practitioners are taught several different stances.

CHARACTER BONUSES

Add +2 to M.E.

Add +1 to P.E.

Add +5 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 2
Escape Moves: Roll with Punch/Fall/Impact, Disarm
Basic Defense Moves: Dodge, Parry
Advanced Defenses: Automatic Parry
Hand Attacks: Punch (1d4)
Basic Foot Attacks: Kick Attack (2d4)
Jumping Foot Attacks: Jump Kick (at later levels)
Special Attacks: Death Blow (at later levels), Body Block/Tackle, Body Flip/Throw, disarm,
Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from Behind
Multiple Attackers: 2
Preferred Range: Standard and Grappling

SKILLS INCLUDED IN TRAINING
Lore: Pick any 2

LEVEL ADVANCEMENT BONUSES
Level 1: +1 Spell Attack, +1 Break Fall, +1 Roll with Punch/fall/impact, +2body flip/throw, +2 pull punch, +2 Horror Factor, +1 Save vs. Magic, +1 save vs. psionics
Level 2: +1 initiative when casting a spell, +2 parry and dodge, +5 P.P.E, +1save vs. Mind Control
Level 3: Automatic Body Flip/Throw, +1 Spell Attack, and +1 Disarm
Level 4: +1 attack per melee round, +1 body flip/throw, +1 Horror Factor
Level 5: Critical Body Flip/Throw on Natural 18-20 (double damage), +1 Horror Factor
Level 6: +1 Parry/dodge and +1 to Body Flip/Throw, +1 save vs. magic
Level 7: Automatic Dodge, +2 pull punch, +1 Spell Attack, +5 P.P.E, +1 save vs. mind control
Level 8: +1 attack per melee round, +3 save vs. Magic
Level 9: +1 Initiative and +1 strike, parry, and dodge, +1 Spell Attack
Level 10: Multiply Existing P.P.E by 1.5 and +1 disarm
Level 11: +1 Parry, +2 Dodge, +1 Body Flip/Throw
Level 12: +1 Attack per melee round
Level 13: +1 Initiative when casting a spell and +2 Body Block/Tackle, +10PPE
Level 14: Critical Strike on a Natural 18-20, +1 Spell Attack
Level 15: +1 Attack per melee attack

Why study Art of the Crystal Mind?

If you are a magic user, the good effects are without parallel. If you are not however, the art is all but useless. It teaches good defense, passable offensive maneuvers, and good metaphysical training making it an art unparalleled by any for a mage.

ARTE OF DEFENCE

CHARACTER BONUSES
Add 1 to ME
Add 2 to PP
Add 1 to PE
Add 2 to Spd
Add 10 to SDC

COMBAT SKILLS
Attacks per Melee: 3
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance
Basic Defensive Moves: Parry, Dodge, Automatic Parry
Advanced Defenses: Disarm, Combination Parry/Attack, Maintain Balance
Hand Attacks: Strike (punch)
Basic Foot Attacks: Kick Attack
Special Attacks: Body Block/Tackle, Knee, Lunge (SPECIAL! A swift, deep attack with rapier or dagger. A successful Lunge does critical/double damage. Takes two attacks, and the character cannot parry or dodge during a Lunge. Character is -4 to Maintain Balance immediately following an unsuccessful lunge.)
Holds/Locks: Arm Hold, Body Hold
Weapon Katas: WP Sword -- Rapier, WP Dagger, WP Cloak*, WP Shield -- Buckler**, WP Sword -- Rapiers (PAIRED), WP Rapier and Dagger (PAIRED), WP Rapier and Cloak (PAIRED), WP Rapier and Buckler (PAIRED)

* A combat cloak does 1 point of damage, but may be used to parry, entangle, or disarm even bladed weapons. Use the WP Chain bonuses.
** WP Shield bonuses may be found in PFRPG.

SKILLS INCLUDED IN TRAINING
Martial Arts Powers: Recieves the Wrist Hardening Body Hardening Exercise automatically. In addition, select two (2) Powers from Special Katas.
Languages: Italian

LEVEL ADVANCEMENT BONUSES
1 -- +1 on Initiative, +1 to Strike, +1 to Parry/Dodge, Critical Strike from Behind
2 -- +2 to Damage, Critical Strike on Natural 19 or 20
3 -- +1 Attack per Melee
4 -- Select one (1) Additional Martial Arts Power from Special Katas, +1 to Disarm
5 -- +2 to Maintain Balance, Critical Strike on Natural 18, 19, or 20
6 -- +1 to Roll with Punch/Fall/Impact, Death Blow on Natural 20
7 -- +1 Attack per Melee
8 -- +1 to Strike, +1 to Parry/Dodge
9 -- Select one (1) Additional Martial Arts Power from Martial Arts Techniques or Special Katas
10 -- +2 to Parry, +1 to Dodge
11 -- +1 Attack per Melee
12 -- +1 to Strike, +1 to Disarm
13 -- +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance
14 -- +1 Attack per Melee, Death Blow on Natural 19 or 20
15 -- Select one (1) Additional Martial Arts Power from Martial Arts Techniques or Special Katas

WHY STUDY ARTE OF DEFENCE? For the sheer joy of sticking long, sharp, pointy objects in those who offend you. Fencing has a distinguished reputation, so it's good for your image, too.

Aslyl Okta

This martial Art has a history of many thousands of years. Its roots lie in several marital arts styles developed on the ra-hu man's home world. An amalgam of these forms made its way into the Palladium world, where it was refined into the Algor Mountains, at the monestary of Von Hodlon, an important place in ra-hu man mythology. Since then it has remained more or less the same.

Optionally, one can allow students of Aslyl Okta to learn Chi Abilities, Martial Art Techniques, and/or Specialty Katas from Ninjas and Superspies and/or Mystic China. Each one of these will cost 3 OCC related skill selections to most OCCs, and only 2 skill selection, of any category, to a Warrior Monk. At 12th level, the Warrior Monk may select a zenjoriki ability. If allowing this, instead of spending chi (unless, of course, you use chi in your Rifts game, in which case Aslyl Okta gives +5 chi, with another +5 at levels 5, 10, and 15), spend triple the listed cost in ISP or PPE (player's choice) to activate abilities. This may increase the power level significantly, and should be thought out by the GM. Not all abilities may be available (GM's choice).

There are two different styles used in Aslyl Okta. When fighting other Ra-hu men or multiple attackers, the Martial Artist will keep a little more than an arms reach and attempt to land as many blows as possible while parrying most attacks.

When fighting other humanoids, the Ra-hu man can utilize his extra set of arms to their full advantage. If the opponent is using hand based attacks, the Ra-hu man will attempt to entangle one (or more) of his/her arms with one (or more) of the opponents. This typically leave the Ra-hu man free to press the attack with his/her remaining arms. The Ra-hu man can also try to break the entrapped arms (does 3D6 MDC to entangled arm/attack). If the opponent is using foot based attacks, the Ra-hu man will attempt to parry or dodge most attacks, then attempt to catch the foot on a slow/misplaced kick, or sweep the opponent.

If the opponent is using small weapons, such as knives or short swords, these tactics work fine. If the opponent is using larger weapons, such as pole arms, large swords, or large clubs, the Ra-hu man will attempt to dodge most attacks (or parry is they have a convienient weapon or shield to parry with), then disarm the opponent when the opportunity presents itself.

The Ra-hu man also recieves training in the use of swords, knives, pole arms, and the "Zwittentang", a huge weighted staff that is wielded with three or four arms.

CHARACTER BONUSES: +2 P.S., +1 P.P., +1D6 Spd., +2 M.E.
COMBAT SKILLS
Attacks
Punch, power punch, hammer fist(2D4 MDC), snap kick(2D6 MDC), thrust kick(3D6 MDC), tripping leg hook
Defenses
Auto parry, dodge, roll, auto limb entangle(on an 18-20), circular parry(not an auto-circular parry at first), auto disarm, disarm
Weapons
WP Large Sword, WP Small Sword, WP Knife, WP Pole Arm, WP Staff, WP Small Shield, WP Zwittentang, WP Paired (any combination of other WPs and/or hammerfist).
Note on WP Paired:

This is a little different then the ordinary WP Paired. If more then one weapon/fist is used to strike at once, then those weapons/limbs are not available for auto-parrying for the attack sequence. If one or more limbs are being used to parry attacks, then other limbs may be available for a simultaneous attack. It is possible to use at most 3 limbs per attack sequence (at first, anyway).

LEVEL ADVANCEMENT BONUSES
Level 1: +1 attack, +3 roll, +2 pin, +1 disarm

Level 2: +1 strike, parry and dodge, +2 MDC to hand/foot strikes.
Level 3: +1 attack, +1 disarm
Level 4: +1 strike parry and dodge
Level 5: +1 roll, +1 pin, Jump kick(6D6 MDC, 2 attacks)
Level 6: +1 strike and parry, +1 roll, +2 MDC to hand/foot strikes.
Level 7: Critical Strike on natural 18-20
Level 8: +1 attack, Critical strike from behind, Knockout strike from behind
Level 9: +1 parry and disarm
Level 9: Paired weapons can now use all 4 limbs in an attack sequence.
Level 10+2 MDC to hand/foot strikes, +1 roll, auto roll
Level 11: +1 strike and parry, +2 pin
Level 12: Auto circular parry, body flip/throw, +2 flip/throw
Level 13: +1 attack, + 1 dodge, multiple dodge
Level 14: Auto flip/throw, Critical stike on natural 16-20, +3 MDC to hand/foot strikes,
Level 15: +1 on all combat roles

The Zwittentang is a huge gnarled staff (usually 18 ft long or so) that weighs at least 250 lbs. It is traditionaly made from iron wood trees, although on Rifts Earth they are commonly made from mega damage alloys or ceramics, as well as the occasional bone of a large supernatural creature or piece of a mega damage tree. In order to use it with three limbs, one must have a supernatural PS of at least 20, with four limbs, a supernatural PS of at least 16. For non Ra-hu men with only two limbs, one must have a supernatural PS of at least 30, and the user must be at least 10 ft tall. When used with two limbs, only WP Staff applies. When used with 3 or more, WP Zwittentang comes into play, in addition to the bonuses and abilities of WP Staff.

The only defensive move that works with the Zwittentang is the basic automatic parry, regardless of what moves the wielder can execute due to martial arts knowledge. Using it quickly requires lots of experience, and moves like a circular parry aren't easy to do.

The Zwittentang does 6D6 MDC + the damage for the users supernatural PS.

WP Zwittentang
Level 1: +1 parry
Level 2: Circular parry with Zwittentang
Level 3: +1 strike
Level 4: Spinning strike does half damage to everyone within 10 ft takes 2 attacks
Level 5: Thrust does half damage and target must roll vs punch/fall/impact or be pushed back 10 ft & lose an attack.
Level 6: +2 damage
Level 7: +1 parry
Level 8: Spinning strike does full damage
Level 9: +1 damage
Level 10: +1 strike and parry
Level 11: Thrust does full damage
Level 12: Auto Circular parry with Zwittentang
Level 13: +1 parry
Level 14: +1 damage
Level 15: +1 attack with Zwittentang

Hand to Hand: Assassin (Revised)

Skill Cost: Four "other" skills, or as noted under O.C.C. Skills section.
Character Bonuses: +1 to P.S., +3 to Spd, +1D6 S.D.C.
Techniques Known at First Level: Punch (1D4 damage), backhand strike (1D4 damage), fore-knuckle strike (2D4 damage), kick attack (1D6 damage), tripping/leg hooks. Multiple dodge and automatic parry are in addition to the usual strike, parry, and dodge.
Locks/Holds: Arm hold, leg hold.
Special Attacks: Elbow strike (1D6 damage) Body/block tackle, Body flip/throw, choke
Modifiers to Attacks: Pull punch, knock-out/stun, critical strike, critical strike from behind, death blow.
Additional Skills: W.P. Knife
Level Advancement Bonuses:
Level 1: Add one attack per melee, +1 on initiative, +2 to strike, +2 to pull punch, critical strike on natural 19 or 20.
Level 2: Add two additional ttacks per melee, +1 to body flip/throw, +1 to parry.
Level 3: +3 to roll with punch/fall and +3 to pull strike.
Level 4: +4 to damage, +2 to disarm, +1 on intiative.
Level 5: Add one additional attack per melee, critical strike from behind.
Level 6: Learns Entangle, +1 to entangle, +2 to parry and dodge.
Level 7: Death blow on natural 20
Level 8: Add on additional attacks per melee, +1 to disarm.
Level 9: Kick Attack does 2D4 damage and can learn two kick attacks of choice (except jump kicks), +1 to parry and dodge.
Level 10: Critical strike on natural 18 to 20,
Level 11: Knock-out/stun on natural 17 to 20, +1 to entangle.
Level 12: +1 on initiative, +2 to strike, +1 to disarm.
Level 13: Add one additional attack per melee, +1 to body flip/throw, +1 to body block/tackle.
Level 14: +2 to damage, +2 to roll with impact, +1 to pull strike.
Level 15: +2 to strike, +1 on initiative.

Bak Lien Kuen Pai Kung Fu (White Lotus)

According to legend, a monk meditating in the mountains beside a stream noticed that the lotus flower is stationary and must wait for the insect to land just in the right area of the Lotus Flower before the Lotus could capture the insect, he also noticed that the Lotus Flower's Petals closed together in the evening trapping the insect. In combat a Bak Lien Kuen Pai master stands and waits for his opponent to attack him before he reacts with a counter attack.

Entrance Requirements: None
Skill Cost: 8 years
Costume: White Silk Kung Fu outfit

CHARACTER BONUSES

Add 1 to P.P.

Add 2 to P.E.

Add 15 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 2
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.
Basic Defensive Moves: Dodge, Parry, Auto Parry.
Advanced Defenses: Circular Parry.
Hand Attacks: Punch, Palm Strike, Back Hand, Knife Hand, One Finger Attack, Fore Knuckle Fist, Over Hand Fist, Uppercut, ***White Lotus Closing Fist*** (Special! Both fists are used causing 2d6 damage).
Basic Foot Attacks: Kick Attack.
Special Attacks: Elbow, Forearm, Death Blow
Weapon Katas: W.P. Axe, W.P. Chiang Chiang, W.P. Lieu Yu Dau, W.P. Paired Sticks, W.P. Polearm, W.P. Shi-Zi Jen, W.P. Shunn Gau Shih, W.P. Staff, W.P. Wu Grou Jen.
Modifiers to Attack: Pull Punch, KO/Stun, Critical, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING
Martial Arts Powers: Select two from Body Hardening or Special Katas.
Language: Chinese.
Cultural Skills: Gardening, Calligraphy.
Philosophical Training: Buddhism or Taoism.

LEVEL ADVANCEMENT BONUSES
Level 1: + 2 to White Lotus Fist damage, +2 to Maintain Balance, Critical on a Natural 20.
Level 2: +1 to Strike, +1 to Damage, Death Blow on Natural 20.
Level 3: Select one Body Hardening or Special Kata.
Level 4: +1 Attack.
Level 5: +1 to Parry/Dodge.
Level 6: Critical on a 18, 19, or 20.
Level 7: + 1 Attack.
Level 8: Select one Body Hardening or Special Kata.
Level 9: +2 to White Lotus Fist damage.
Level 10: +1 to Parry/Dodge, +1 to Strike.
Level 11: +1 Attack.
Level 12: Select one Body Hardening, Chi Mastery, or Special Kata
Level 13: +1 Attack, +2 to White Lotus Fist damage.
Level 14: Double Chi, Death Blow on a 19 or 20.
Level 15: Select one Zenjorike.

Why Study BAK LIEN KUEN PAI KUNG FU?

A decent combination of attacks and advanced Marital Art Powers, especially at higher levels. A beautiful style which lends itself to espionage agents.

Balletist

These forms of martial arts are unique in the fact that the warrior cannot fight WITHOUT music. Music is required to keep the beat and in time. The reason being, they dance around, fighting...combining attacks with sometimes amazing and beautiful moves, sometimes not so beautiful, but still amazing. There are a variety of forms of Dancing Martial Arts, each with certain unique attacks.

Requirements: Requires the Acrobatics skill and the Dance skill.
Skill Cost: 3 Other skills.
General: This form of martial arts usually centers around graceful twirls and leaps, meaning it has powerful kicking attacks. As well very high kicking attacks.
Outfit: The usual outfit for this type of warrior is a skin tight outfit, regardless of fabric. In addition males usually put a sock down the front of the pants.

LEVEL ADVANCEMENT BONUSES
Level 1: 2 attacks per melee, +3 roll
Level 2: +4 Parry and Dodge, ***SuperHigh Kick*** (Does 1D8 + lvl damage, Height Range (in feet): Spd + 1/2 lvls.)
Level 3: Kick does 1D8 damage
Level 4: +1 attack, ***Spin Dodge*** (Once per melee the fighter do a spin dodge, avoiding any and ALL attacks aimed at them. The dodge requires NO use of actions. They can attack right after the dodge (or even during).)
Level 5: Jump Kick (critical strike)
Level 6: Toe Kick (knocks opponent down on natural roll of 18, 19 or 20, victim loses 1 attack)
Level 7: Critical Strike on natural roll of 19 or 20, ***SuperHigh Dropkick*** (Does 1D8 + lvl + Spd damage, Height range: Same as above, but only applies when come down from high kick)
Level 8: Leap Attack (critical strike, range: (Spd + 1/lvl) feet)
Level 9: +1 attack
Level 10: +2 Parry and Dodge, Automatic Dodge on a natural 20
Level 11: +5 damage
Level 12: Knock-out/stun Kick on natural 17, 18, 19 or 20.
Level 13: +1 attack
Level 14: Auto-dodge on natural 18, 19 or 20
Level 15: Death Blow on natural 20

Bartitsu

Bartitsu is the creation of William Barton-Wright, an English engineer whose travels around the world fueled his interest in the arts of self defense. Barton-Wright was born in India, educated in Germany and France and travelled to Spain Portugal, Egypt, and Japan as part of his occupation. In 1899 upon his return to England he began combining Savate, Boxing, Wrestling, Fencing, and Jujutsu in new ways and formulated them into a method of self defense that he called Bartitsu. Bartitsu became a small fad for a number of years, even the legendary Sherlock Holmes was said to have studied it, but unfortunately it died out. Ironicly, the Bartitisu fad was replaced with a Jujutsu boom the was led by the two Japanese Jujutsu teachers that William Barton-Wright had brought to England to help popularize his new art. Bartitsu uses the footwork and kicks of Savate to deal with attackers at long range. Moves into the footwork and punches of Boxing for combat range confrontations. Finally using the locks and holds of Wrestling and Jujutsu for defense at grappling distance.

The only school of Bartitsu can be found in London, England. Admission is limited to the members of the Bartitsu Conservation Society, which arose after Barton-Wright's death in 1950. Dedicated to preserving this eclectic art, the Society has a long, drawn-out initiation process that helps to weed out those who are not truly interested in this unique art.

Entrance Requirements: Must be "spoken for" by a current member of the Bartitsu Conservation Society.
Skill Cost: 5 Years (Exclusive)
Costume: A standard Judo Gi if practising, if not, a conservative suit
Stance: Strong side forward, standing in a natural stance, hands held at chin height.

CHARACTER BONUSES

Add +1 to P.P.

Add +1 to P.E.

Add +1 to Spd.

Add +10 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 2
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance
Basic Defense Moves: Dodge, Parry, Automatic Parry
Advanced Defenses: Disarm, Multiple Dodge, Combination Parry/Attack, *Counterthrow* (New! Special! After the Bartitsu stylist has been thrown by an oponent, he holds on and rides the throw to a point where he can throw the person who threw him.)
Hand Attacks: Strike (Punch), Hook Punch, Uppercut
Basic Foot Attacks: Kick Attack, Snap Kick, Trip/Leghook
Special Attacks: Elbow, Knee, Deathblow, Bodyblock/Tackle, Joint Throw, Pickup, Hand Throw
Weapon Katas: W.P. Cane
Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock, Ankle Lock
Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Knockout/Stun from Behind, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING
Martial Art Powers: You may select a total of 3 from among Body Hardening Exercises, Martial Arts Techniques, and Special Katas.
Languages: The Queen's English
Cultural: Tea Drinking
Weapon: W.P. Cane
Philosophical Training: None

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time. Savate (4 years), Jujutsu (4 years), Wrestling (5 years), Boxing (2 years)

LEVEL ADVANCEMENT BONUSES
Level 1: +1 to Parry/Dodge, +2 to Roll with Punch/Fall/Impact, Critical Strike or Knockout/Stun from Behind
Level 2: +1 to Damage, +1 to Maintain Balance
Level 3: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact
Level 4: +1 to Strike, Critical Strike on a Natural 18+
Level 5: +1 to Maintain Balance, +1 to Parry/Dodge
Level 6: +1 to Disarm, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas
Level 7: +1 Attack per Melee, +2 to Roll with Punch/Fall/Impact
Level 8: +1 to Damage, Knockout/Stun on a Natural 19+
Level 9: +1 to Parry/Dodge, +1 to Maintain Balance
Level 10: +1 Attack per Melee, +1 to Bodyflip/Throw (Bodyflip/Throw now does 2d6 damage instead of 1d6.)
Level 11: +2 to Roll with Punch/Fall/Impact, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas
Level 12: +1 to Strike, +1 to Disarm
Level 13: +1 to Parry/Dodge, +1 to Maintain Balance
Level 14: +1 Attack per Melee, Deathblow on a Natural 20
Level 15: +1 to Damage, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas

Why Study Bartitsu?

An effective, if rather dated, form of self defense that works well at long, combat, and grappling ranges and also works against multiple opponents. The only weakness is the lack of mystical Chi skills.

Hand to Hand: Basic (revised)

Skill Cost: One "other" skill.
Character Bonuses: +1 to P.E. and Spd
Techniques Known at First Level: Overhand punch (1D4 damage), kick attack (1D6 damage), snap kick (1D4 damage), and the usual strike, parry and dodge.
Special Attacks: Body flip/throw, body block/tackle.
Modifiers to Attacks: Pull punch, knock-out/stun, critical strike, critical strike or knock-out from behind.
Additional Skills: None
Level Advancement Bonuses:
Level 1: Add two attacks per melee, +2 to roll with punch/fall/impact, +2 to pull strike, critical strike on natural 20.
Level 2: +2 to parry and dodge.
Level 3: Front kick attack does 2D4 damage, snap kick does 1D6 damage.
Level 4: Add one attack per melee.
Level 5: +1 on initiative, +1 to strike.
Level 6: Critical strike on natural 19 or 20.
Level 7: +2 to damage.
Level 8: +1 to body flip/throw (1D6 damage), +1 to disarm.
Level 9: Add one additional attack per melee.
Level 10: +2 to roll with punch/fall/impact, +2 to pull strike.
Level 11: +1 to parry and dodge.
Level 12: +1 to strike.
Level 13: Critical strike or knock-out from behind.
Level 14: +2 to damage.
Level 15: Add an additional attack per melee.

Barbarian Combat

The barbarian chieftain said: "What then are the greatest things that a man may find in life?"

The man on his right thoughtfully drank his cocktail of mare's milk and snowcat blood, and spoke thus: "The crisp horizon of the steppe, the wind in your hair, a fresh horse under you."

The man on his left said: "The cry of the white eagle in the heights, the fall of snow in the forest, a true arrow in your bow."

The chieftain nodded, and said: "Surely it is the sight of your enemy slain, the humiliation of his tribe and the lamentation of his women."

There was a general murmur of whiskery approval at this outrageous display.

Then the chieftain turned respectfully to his guest, a small figure carefully warming his chilblains by the fire, and said: "But our guest, whose name is legend, must tell us truly: what are they that a man may call the greatest things in life?"

"What shay?" he said, toothlessly.

"I said: what are they that a man may call the greatest things in life?"

The guest thought long and hard and then said, with great deliberation: "Hot water, good dentishtry and shoft lavatory paper."

- Cohen the Barbarian, "The Light Fantastic"

Kickin' arse and drinkin' ale. What else is being a Barbarian about? You wear black masks and tabi boots? I bash you with my axe. You can pull off your Flying Spinning Kick of Death because you "know" you can? I bash you with my axe. You can use the mystical powers of the Feng Shui, focusing your personal energy into amazing feats? I skip the axe and have me and my friends waste you with our crossbows. But when it all comes down to it, its all about kickin' arse and drinkin' ale.

Fighting was as much a part of barbarian life as paperwork is today. Wars were waged against neighboring tribes and clans; battles were fought with the Vikings, Romans, Celts, and others; and personal duels were fought almost as often as in the fictional American Wild West and the historical tradition of France. This constant aura of fighting and death resulted in a form of brutal Darwinism. The ones who survived to teach fighting were the ones that could fight the absolute best, resulting in every generation of warriors being fiercer than the last. The reputation of these deadly combatants survives to this day in spite of the lack of surviving records. Berserkers, barbarians, Picts, Celts... all different names for people who fought the same way, screaming and hacking away with whatever weapons came to hand (including enemy soldiers).

The last remnants of this fierce combat style died out before the Renaissance, but it was that age that sealed its fate. Fighting became a matter of science and style, rather than charging and bashing. As the world became more sophisticated, the barbarians faded into history. The modern world has no place for barbarians and their kind. Pillaging is responded to with "economic sanctions" and "police actions". Drunken brawling results in spending at least the next few nights in the Tank. Driving your enemies before you and gathering their women and children to your bosom is called a War Crime and gets one sent to court. Soldiers can't even use their .50 caliber machine guns against enemy troops without lawyers and politicians waving papers at them. Bureaucrats and lawyers rule the world, leaving little room for those who wish to ride wild and free.

Still, even against the might of Red Tape and the Forces of Legalese, there still remains the precious few who stand in defiance of modern sensibilities, who still cheer when the quarterback gets sacked and when monster trucks leap over cars only to smash their bodies apart. Biker gangs still roam the open road and people still fight in bars. No matter how hard The Man may try, the passion for Life, Liberty, and the pursuit of a bigger Axe still lives in the spirit of the few who live outside the rules. And while the Barbarians still ride, their fighting style lives on.

RRRAAAARRRRGGGGHHHHH!!!

Entrance Requirements: P.S. and P.E. of 13, P.P. of 10, and M.E. of 12 or higher. No Alignment Restrictions.
Skill Cost: 9 Years (5 Years as a Secondary Form)
Costume: Traditionally, the Barbarian would wear either a linen tunic, trousers, and a wool cloak or go buck naked. Modern Barbarians tend towards Soft Leather Armor (i.e.: motorcycle leathers) and steel-toed boots, but will work in anything that allows them full freedom of movement, up to and including Class 4 Hard Armor.
Stance: Weapon held high, charging the enemy, and screaming bloody murder.

CHARACTER BONUSES

Add +3 to P.S.

Add +2 to P.E.

Add +1 to P.P.

Add +5 to Spd

Add +10 to S.D.C.

COMBAT SKILLS
Attacks Per Melee: Three
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance
Attack Moves: Head Butt(1D8)
Basic Defensive Moves: Parry, Automatic Parry, Dodge
Advanced Defenses: Circular Parry, Multiple Dodge, Disarm, Breakfall
Hand Attacks: Strike (Punch), Backhand, Roundhouse (1D10),Uppercut (1D8), Palm Strike, Power Punch, Claw Strike
Basic Foot Attacks: Kick, Snap Kick, Tripping/Leg Hook
Jumping Foot Attacks: Jump Kick
Special Attacks: Body Block/Tackle, Crush/Squeeze, Pin/Incapacitate, Knee, Elbow, Forearm, Choke, Death Blow, Combination Parry/Attack, Power Block/Parry, Combination Grab/Kick, Drop Kick, Combination Grab/Head Bash (2D6 damage, see T'ang-Su Karate), *Scottish Defense* (Special!): The Scottish Defense, named so because of its popularity among the Picts, simply means leaping onto one's opponent's weapon in such a way that one will take a non-lethal hit. This results in the Barbarian/Scotsman being able to use their own weapon with impunity. Like a Simultaneous Attack, neither side can dodge or parry the blows. The Barbarian, though, takes only half damage from the other side's attack.
Holds/Locks: Body Hold, Neck Hold/Choke
Weapon Katas: WP: Battle Axe, WP: Hand-and-a-Half Sword, WP: Two-handed Greatsword, WP: Dagger, WP: Shield, WP: Hand-and-a-Half Sword and Shield (Paired), WP: Mattock, WP: War Hammer. Battle Axe starts at Fourth Level.
Modifiers to Attacks: Critical Strike, Critical Strike from Behind, Knock-Out from Behind, Death Blow from Behind

SKILLS INCLUDED IN TRAINING

Martial Art Powers: Dam Sum Sing (AKA "Quit cryin', ya baby" Exercise), Kangeiko/Shochu Geiko (AKA "You're chopping the damn wood, no matter how much snow is out there" Exercise), and Warrior Spirit Kata (AKA The "RRRRAAAAAGGGHHHHH!!!" Kata). Can be traded for any Body Hardening Exercise or any Basic Skill Program, including (yes, that's *in*cluding) Physical.
Languages: Ability to say "Rrrraaaggghhhh!" at 98%
Physical Skills: General Athletics, Running
Other Skills: Wilderness Survival
Special Abilities: If you *really* want to, the character may take the drinking abilities given to the Barmaid and Preacher O.C.C.s in Rifts: New West.

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Jujutsu (4 years), T'ang-Su Karate(3 years), Choy-Li-Fut Kung Fu (3 Years), and Drunken Style Kung Fu (6years)

LEVEL ADVANCEMENT BONUSES
Level 1: +3 to Roll with Punch/Fall/Impact, +3 to Parry/Dodge, Critical Strike, Critical Strike from Behind
Level 2: +2 to Strike, +2 to Maintain Balance, +1 to Breakfall
Level 3: Select two Weapon Katas, +1 to Hold, +2 to Damage
Level 4: +1 Attack per Melee, +1 to Body Block
Level 5: Critical Strike on a Natural 18-20
Level 6: Knock-out/Stun on a Natural 18-20, Knock-out from Behind
Level 7: Select one Martial Art Power from Body Hardening Exercises or Special Katas
Level 8: +1 Attack per Melee, +2 to Parry/Dodge, +2 to Damage
Level 9: Death Blow on Natural 19-20
Level 10: +2 to Strike, +2 to Breakfall
Level 11: +2 to Maintain Balance, +2 to Roll with Punch/Fall/Impact.
Level 12: +1 Attack per Melee, +1 to Hold, +1 to Body Block
Level 13: Death Blow on Natural 18-20, +1 to Damage
Level 14: Select one Martial Art Power from Body Hardening Exercises, Special Katas, or Martial Art Techniques, +1 Attack per Melee
Level 15: Death Blow from Behind

Palladium Fantasy Notes: This MA form would probably be better applied to Pal Fantasy than to N&SS, but since it uses N&SS rules... If you are inclined to use this in Pal Fantasy, there shouldn't be much trouble converting it to PFRPG's HTH system. Ignore questions of Range and any other HTH move or term you're not sure on. Characters gain an additional +2 to Strike, Parry, and Disarm if they are from or learn in PFRPG.
Barbarian Combat exists wherever people get drunk and bash people with axes. It is particularly popular among humans, dwarves, and orcs. It is most often known as Dwarven Fighting.

Playing Notes: This form is a bit on the OPIE side. So to prevent Munchkins from going hog wild, remember how a proper barbarian fights. No strategy. You are not Arthur, you are not Julius Caesar, you are not Sun Tzu. You and your friends rush at the enemy and bash them with your axes. Strategy is for people who don't have an axe to bash things with.
History buffs will notice that there aren't many barbarians around any more for a reason.

Why Study Barbarian Combat?:

Rrrrraaaaarrrrrgggggghhhh!!! 'Nuff said.

Bearmen Ripclaw

From the Palladium world came the Bearmen of the North. To Earth, they brought with them a unique style of fighting, called "Ripclaw" by humans. Ripclaw was created by a tribe of the Bearmen who had encountered many human fighters who used odd forms of weaponless combat. The Bearmen thought that this way of fighting was strange, but had potential. They spent some time trying to develop a way of fighting suited to their bodies and ways, but they were unsuccessful. Eventually, they determined that they needed help. So they found a human that was skilled. After many offers of treasures and work, the human accepted the offer to train them.

It took a few years, but they finally succeeded. The end result was a vicious fighting style that the human almost regretted helping to design. Ripclaw is designed to take advantage of the hidden speed of the Bearmen. The Bearman will normally lash out , with blinding speed, with a Thrusting Body Block, and then proceed to grapple and tear at the opponent. The weakness of this style is against long-range fighters. But it does incorporate a leaping attack that looks strange when it occurs.

Entrance Requirements: P.S. 16, P.E. 17
Costume: None
Stance: Crouched down in a stance similar to a three-point football stance. The legs are bent at the knees, and the feet are spread a little more than shoulders-width. The "off" foot is placed a few inches behind the lead foot. The arms are held loosely either at the sides or in front.

CHARACTER BONUSES

Add 30 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 3
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance
Basic Defense Moves: Parry, Automatic Parry.
Advanced Defenses: Combination Parry/Bite.
Hand Attacks: Claws (2D6), ***Overhead Claw Strike*** (The Bearman brings down his claws in a particularly vicious manner. This inflicts 2D8 damage, but it suffers a -3 penalty to strike).
Basic Foot Attacks: Kick Attack (can be used with the claws on the feet for an additional +4 damage, and it turns the attack into an edged attack).
Special Attacks: Death Blow, Crush/Squeeze (1D8), Bite (1D8), Knee, Elbow, Forearm, Body Block/Ram, ***Thrusting Body Block/ Ram*** (SPECIAL!This is usually performed from the initial stance. If it is the Bearman's first attack of the round, and the victim has never before encountered this style, then the Bearman gains a +4 Initiative bonus. If successful, treat this as a critical Body Block), Pin/Incapacitate, ***Grab and Chew*** (SPECIAL! The Bearman grabs the victim with both arms --treat as a standard Crush/Squeeze--and then begins to chew on him. The initial grab is at -2 to strike, but if it is successful, the bite hits automatically. The damage is normal for both the Crush and the bite, but it is applied every melee round until the hold is broken),***Body Flip/Throw*** (SPECIAL! This is actually a body slam, where the Bearman picks his opponent up and then throws him to the ground. This uses two attacks, and suffers a -3 to strike, but if it is successful, the victim suffers 3D6 damage, loses initiative, and three attacks), Leap Attack.
Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Rear.
Preferred Range: Grappling.

SKILLS INCLUDED IN TRAINING
None

LEVEL ADVANCEMENT BONUSES
Level 1: +3 to roll with punch/fall/impact, +1 parry, +2 leap,Knock-Out/Stun on Natural 20.
Level 2: +2 strike, +1 maintain balance.
Level 3: +1 Attack per Melee, Critical Strike on Natural 19-20.

Level 4: Knock-Out/Stun on Natural 19-20, +3 damage.
Level 5: +1 strike, parry, +2 roll with punch/fall/impact.
Level 6: Death blow on Natural 20.
Level 7: +1 Attack per Melee, Knock-Out/Stun on Natural 18-20.
Level 8: +2 parry, maintain balance.
Level 9: +2 body flip/throw (4D6), +1 crush/squeeze.
Level 10: +1 Attack per Melee, Critical Strike on Natural 18-20.
Level 11: +1 strike, +2 roll with punch/fall/impact, +2 damage.
Level 12: Knock-Out/Stun on Natural 17-20.
Level 13: Death Blow on Natural 19-20.
Level 14: +2 strike, parry, +3 damage.
Level 15: +1 Attack per Melee, +2 maintain balance.

Why Study Ripclaw?

Well, it's designed for the Bearmen, and it has spread among them rapidly, so it's pretty much the only game in town, so to speak.
NOTE: There have been a few instances of non-Bearmen learning Ripclaw, but non-Bearmen suffer a -2 panalty to all the maneuvers.

Bear Style (Exclusive)

This style teaches how to live off the land and have patience. It helps focus the already great strength of the artist, so much that they could literally crush a persons bones in there bare hands. Though, this is only done to those who truly deserve it. (Alignment) They have great patience and will wait for days on end, or catch there food just like a bear catches fish from a river, just reach down and grab it. When in a fight they attack aggressively and as quick as possible, usually ignoring their opponent's blows, they can take it

It is often surprising to see one of these people traveling, for they do not use animals to draw wagons and do not use much technology. They will pull their wagons themselves, with their belongings and armor in the wagon. So, you see this huge muscular man pulling a wagon that must weight many more times than he, and he does not strain. A few people in the past have mistaken them for gods of strength on Earth, or mythical giants. When out of their armor they wear just a loincloth and sometimes loose clothing. When looking closely, you will see that he is covered with old scares and cuts that have healed and are now just old memories, this gives him a very rugged look.

To learn this art is very hard. First, you must make the requirements, which aren't much but are the most important things to the art. Second, you must prove your strength, by either defeating a more advanced student or moving the stone entrance to the "dojo". There are only two dojos in the whole world. Both are on the northern island of Japan. One was carved into a cave of a mountain; the other is in a cliff facing the ocean. Both are highly concealed and you must find them to join.

This art is for the survival of the fittest; most people who try are killed within the first 10 years, most within the first 8 years, while living in the wilderness. This art is Extremely tough to learn, for the stress is more than any being will ever experience through their whole lives!

The people who are practitioners of this art may be very mean and aggressive, but many actually have a heart of gold, for they are taut to never hurt an innocent and respect those who deserve respect. It is a "You don't bother me, and I wont bother you" deal.

Entrance Requirements: P.S.: 15, P.E.: 13, Alignment: Any
Additional Requirement: Must be a huge person and born in Japan. (Min. of 7' in height)
Skill Cost: 15 years (8 years living in the Wilderness, and 7 years of training in preparation for the armor, and fighting skills all during this time)
Costume: The Bear Armor. Heavy plate armor resembling samurai armor, but much more bulky and heavy! (100- 120 pounds!!)
Stance: Feet spread at shoulder level, one foot back slightly more than the other, arms at waist level and bent at elbows, hands spread in claws. Head slightly bent down, mainly to see the opponent who is usually shorter than he is. Sometimes making growling noises, for the further intimidation factor. When out of armor the fighting stance is usually not much different but varies from each individual.

CHARACTER BONUSES

Add 1D6+6 to P.S.

Add 1D6+4 to P.P.

Add 2D4 to P.E.

Add 2 to M.E.

Add 2D6 to Spd.

Add 5D6 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 2 **Escape Moves**: Maintain Balance, ***Get Up***(This ability lets the character to get up while in full armor and use only 1 action. Out of armor the character can get up with out using an action (automatic kick-up so to speak)
Basic Defenses: Dodge, Parry, Auto Parry
Advanced Defenses: Power Parry, ***Take*** (Take a blow to the armor, used usually if striker rolls above AR), ***Glance*** (Used to Parry bullets and Projectiles, will take ½ damage from bullets if successful parry is made)
Hand Attacks: Strike (Punch/Claw), Power Punch, Back Hand, Turn Punch
Basic Foot Attacks: ***Stomp*** (2D6+1/2 PS Bonus to Foot of opponent), Kick (1D6) **Special Attacks**: Head Butt, Combined Parry/Stomp, Bear Swipe (2D6 +PS), ***Catch Strike*** (Parry a Fist, Foot, or other extremity by catching it, then the character proceeds to attempt and Crush that part in his bear hands and claws of the armor

(with claws: 3D4+1/4 of PS min. of 1)

(Without claws: 1D6+1/4 of PS min. of 1)
Weapon Katas:W.P Claw Paired, W.P Gauntlet Swords Paired
Modifiers to Attacks: Pull Punch, Automatic KO on a natural 20 (like boxing), Critical Strike on natural roll of 19-20, Critical Strike from Behind.

SKILLS INCLUDED IN TRAINING
Martial Arts Powers:Stone Ox, Combination of Kangeiko and Shocku Geiko, Dam Sum Sing, +1 From Martial Arts Techniques or Body Hardening or Special Katas

Note: Limited to non-Kick related abilities only!
Special: Bear Roar! Modified Form of Kaijutsu equal to Stun Yell.
Physical: Body Building and Weight Lifting, Athletics, Wrestling, and (Pick One) Fasting, Prowl, Climbing
Survival:Wilderness Survival (+50%), Skin and Prep Animal Hides (+10%),Holistic Medicine (+10%)
Weapon Proficiencies:W.P. Archery and Targeting
Languages: Japanese
Philosophical Training: General Alignment is Honorable.
General Disposition: Must be very aggressive in battle, but they all have a good soul and a "heart of gold", they would help the needy and help defend their homes and forests.

Training in Armor: The Practitioner practices and learns to fight while training in armor, weight increasing from 20 lbs. to eventually 150 lbs.! (Most people in training will kill themselves from stress during this period of the training)

Weapons Training: The character is trained to use short hand claws with deadly effectiveness and the Gauntlet Swords, this is a fore arm gauntlet that has three Wakizashi attached to it on the front. (May be able to draw these and post to Internet later)

LEVEL ADVANCEMENT BONUSES
Level 1: (modifier in armor; -5 to dodge, -2 to parry, and –1 to strike) +3 to Pull Punch
Level 2: (-4 to dodge, -1 to parry)
Level 3: (-3 to dodge) +1 APM
Level 4: +1 Additional Martial Art Power from Body Hardening or Martial Arts Techniques
Level 5: +2 Damage, +1 Pull Punch, +1 Strike, Critical Strike on nat. 18-20
Level 6: +3 parry
Level 7: +1 APM, +1 dodge, +3 Maintain Balance
Level 8: Death Blow on natural 17-20
Level 9: +1 parry, +3 damage
Level 10: +1 APM, +1 strike
Level 11: +1 Additional Body Hardening or Martial Arts Technique
Level 12: +1 parry, +1 strike, +1 dodge

Level 13: +3 damage
Level 14: +1 parry
Level 15: +3 dodge, +3parry, +5 strike, Automatic KO on natural roll of 18-20

Bonuses out of armor

(last up to 12 hours after getting out of armor)

Leap 10 feet +2 per Level from standing strait up!

Leap 15 feet +1 foot per Level across

Can Lift 2x what they usually can (2x lift and carry capacity)

Speed factor is increased by 20 for the next 6 hours after getting out of armor

P.E.: tires at ½ the normal rate out of armor

Penalties out of armor

Must Pull Punch, if the character doesn't there is a chance (30%) that he will pull every muscle in his back and arm, -3 to initiative and -4 to strike

Also must be in armor for at least 20 hours a week or may lose strength and begin to have more penalties in armor. (As an alternative can were other weighted armor, must be at least 80 lbs.)

Why Study BEAR STYLE?

If you like shear strength of the body and being intimidating to the look, this is for you. This style is extremely physical and somewhat spiritual. Also, this style is for the person who loves nature, you are sort of a knight of nature. Much of the principles are that of a knight you could say.

The Bear Armor

S.D.C.: 200

A.R.: 16

Weight: about 100-120 lbs. (each suit is created differently)

Heavy Plated Armor with Chain Mail underneath. Underneath the chain mail are skin, and the loin cloth. The armor resembles Samurai Armor. This armor strangly doesn't corrode like most steel-like metals, it isn't effected by rusting and wont freeze up or lock up.As of yet there have been no female practitioners, mainly due to the requirements.

Many of the members of this art are usually found fighting the cutting down of trees, all that is left after one of their attacks is decimated machinery and vehicles, the people are left alive usually. You could call them environmentalists, but they are just protecting there home.

Bishoudo - The Way of the Dagger

by Gabriel

Bishoudo is the creation of a master who lives in New York City. He began teaching students how to defend themselves with a minimum of weapons. This led to the development of a martial art that focuses on knives and kicks. Instruction is available only in NYC from the master. The knives, which have 6 inch blades, are often kept strapped to the individual's forearms and then allowed to slide into the hand when needed. Because of their extensive training, practitioners of this art can perform locks and holds even with knives in their hands.

Entrance Requirements: None
Skill Cost: 5 years
Costume: Street clothes, preferrably with loose sleeves
Stance: Weight balanced on the balls of the feet, front foot at 45 degree angle forward, back foot perpendicular. The forward arm's elbow is at a 90 degree angle with the hand roughly level with the shoulder, holding a knife in a reverse grip (blade towards the forearm), ready to slash, parry, or strike with the pommel. The back hand is drawn across the body, about chest level, with the other knife held in a normal grip, ready to thrust or stab.
Character Bonuses:
+2 to P.P.
+1 to M.E.
+4 to Spd.
+10 to S.D.C.
Combat Skills:
Attacks Per Melee: 3
Escape Moves: Roll with Impact, Backflip, Maintain Balance
Basic Defensive Moves: Dodge, Parry, Automatic Parry
Advanced Defenses: Disarm
Hand Attacks: Strike, Palm Strike
Basic Foot Attacks: Kick Attack, Spinning Hook (*Special!* A kick that involves bringing the back leg fully around the body, spinning on the front leg, and delivering a kick to the head with the heel of the foot. Does 2D6 damage to hit points on a strike of 15 or higher (not including bonuses), and has a 20% chance of knocking the target out for 1D6 melees. 1D8 to SDC if a the strike roll is lower than 15 or if done to a target other than the head. Almost always done after a punch or crescent kick.), Tripping / Leg hook, Drop kick, Crescent Kick.
Jumping Foot Attacks: None
Special Attacks: None
Holds/Locks: Wrist Lock, Elbow Lock, Automatic Wrist Lock, Automatic Elbow Lock
Weapon Katas: W.P. Knives - Paired (*Special*, see below)
Modifiers to Attacks: Pull Punch, Critical Strike
Special Knife Attacks:
Pommel Strike: A strike using the pommel of the knife as the weapon. Does 1D4 damage.
Slash: A strike using the length of the blade to make a long, shallow, wound. Does 1D6 damage.
Thrust: A simple thrust with the knife, putting a lot of muscle into it. Because of this wind up it is easier to avoid (+1 to opponent's parry or dodge roll). Does 1D6+2 damage.
Stab: A quick thrust, not quite as powerful. Does 1D6 damage.
Skills Included in Training
Martial Art Powers: Select two powers from either Martial Art Techniques or Arts of Invisibility. In addition, the character gets the Zanshin technique. If desired, any number of powers other than Zanshin can be traded, one-for-one, for any basic skill program (excluding physical).
Languages: None
Skills: None
Philosophical Training: None, other than it being stressed that a person should only defend themselves and not seek out combat.
If this is your primary martial art form than the following other forms can be learned in a shorter time: Jujutsu (4 years), Moo Gi Gong (4 years), Yu-Sool (5 years).
Level Advancement Bonuses
1st Critical strike from behind, +3 to roll with impact, +2 to pull punch

2nd +2 to damage with knives, +1 to strike
3rd +1 attack per melee, +2 to parry & dodge
4th +3 to lock & hold, +1 to maintain balance
5th +2 to damage with knives, Knockout on natural 20
6th +1 attack per melee, +2 to disarm
7th Gains Knife & Kick Pairing, see below for details, +1 to maintain balance
8th +1 to parry & dodge, select one additional martial art power from Arts of Invisibility or Martial Art Techniques
9th +2 to strike, critical strike on natural 18, 19, or 20
10th +2 to damage with knives, select one body hardening exercise, can use spinning hook with Knife & Kick Pairing.
11th +2 to roll with impact, +1 attack per melee
12th Death blow on natural 20, +2 to damage with knives
13th +2 to maintain balance, Knockout on natural 19 or 20.
14th +1 attack per melee, +2 to hold & lock
15th Gains the Shift Internal Organs power from Mystic China, +1 to dodge & parry

Example of Knife & Kick Pairing: When attacked, the character can parry the attack with a knife and simultaneously counterstrike, using any of the following kicks: kick attack, crescent kick, tripping / leg hook. Or the character can parry two attacks (as per normal paired weapons) and kick. IE: Your opponent does a twin strike at you with his two sai. You do a double parry and a kick attack to the chest, all in one action. At 10th level, a spinning hook can be used in addition to the other types of kicks. Using this ability takes one attack / action.

Why Study Bishoudo?

Because knives are fun. Where else are you told to run with a knife in your hand? Or your teeth. It's quite useful because you can't carry a larger weapon most places and is good against multiple attackers who are in hand to hand range.

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Hand to Hand: Bouncer

Entrance Requirements: None
Skill Cost: 6 years
Costume: None, but dark clothes are preferred.
Stance: Looks like a boxing stance, but not required.
CHARACTER BONUSES

Add 15 to S.D.C.

Add 2 to M.A.

Add 1 to P.P.

Add 1 to P.E.

Add 1 to P.S.

COMBAT SKILLS
Attacks Per Melee: 2
Escape Moves: Roll, Breakfall
Basic Defensive Moves: Parry, Dodge, Automatic Parry
Advanced Defenses: Circular Parry, Disarm
Hand Attacks: Strike (punch), Back Hand, Power Punch
Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Stomp
Jumping Foot Attacks: Jump Kick
Special Attacks: Knee, Elbow, forearm, Body Flip/Throw, ***Groin Knee*** (use only natural strike roll, 1d6 HP damage and stuns for 1d4 melees), ***Knee Buckle*** (Nat. 14 required, 1d8 SDC + 1d6 HP damage, 40% knee broke {buckled}. If broke, victim can't stand and is -4 dodge/parry; -6 strike)
Holds/Locks: Wrist Lock, Elbow lock, Arm Holds, Neck Holds
Weapon Katas: None
Modifiers to Attack: Knock out/stun, Knock out/stun form rear, Critical Strike, Critical Strike from rear.

SKILLS INCLUDED IN TRAINING
Physical: Boxing

LEVEL ADVANCEMENT BONUSES
Level 1: +2 to parry/dodge, KO 20/behind, Crit 20/behind
Level 2: +2 to strike, +2 to disarm
Level 3: +1 Attack per Melee, +1 to breakfall
Level 4: KO 19-20
Level 5: +2 parry/dodge, +3 roll
Level 6: +1 Attack per Melee, +1 to Disarm
Level 7: +1 breakfall, +2 strike
Level 8: Critical Strike 19-20
Level 9: KO 17-20
Level 10: +1 Attack per Melee, +1 to disarm
Level 11: +1 to breakfall, +2 to strike
Level 12: +2 to parry/dodge
Level 13: KO 16-20
Level 14: +1 Attack per Melee, +1 to strike
Level 15: +2 disarm, +2 to breakfall
* Every attack (excluding disarm) is an attempt to KO (not the boxing KO/Stun). When this 'automatic' knockout happens, it is for 1d10 minutes - the victim is knocked out cold.

WHY STUDY Hand to Hand: Bouncer? A job requirement

Boxing

Boxing is a sport that traces it's origins back to ancient Greece. According to mythology, the god Apollo invented boxing, and even out-boxed Ares. Boxers wore ox-hide straps to reinforce their hands and wrists. The Romans eventually carried this concept to the cesti, which were studded and spiked, turning boxing into a deadly sport. Boxing fell out of favor after the fall of Rome, but regained popularity in England during the 18th century. At this time, bare- knuckle boxing was popular. As time marched on, more rules were added, some to increase the safety of the fighters, some to enhance the enjoyment of the spectators. During the late 19th century, the Marquis of Queensberry Rules were adopted, in which boxers wore padded gloves, three-minute rounds were used, and the fighters could not wear shoes or boots that contained springs.

Since that time, boxing has continued to grow in popularity, and is now one of the most popular sports in the world. Modern matches have a variety of rules (Do an Internet search, or visit your local library to learn the various rules by state, and boxing associations).

On the streets, boxing can be a deadly art, since there is no referee to govern the actions of the fighter. Professional boxers can be especially dangerous, considering their highly developed bodies and actual fighting experience.

(**NOTE**: This martial form is designed to be at a level of skill possessed by fighters such as George Foreman, "Iron" Mike Tyson, and Muhammad Ali. As such, it provides tremendous physical bonuses, and may be reduced in power at the Game Master's discretion).

Entrance Requirements: Must have the Boxing skill, also high P.S., P.P., and P.E. are recommended.
Costume: Big baggy shorts and large padded gloves.
Stance: I am not really sure how to describe a boxing stance

CHARACTER BONUSES
(Does NOT include bonuses from Boxing skill)

Add +1 to P.S.

Add +1 to P.P.

Add +1 to P.E.

Add +15 to S.D.C.

(Optional) Subtract -1 from P.B.

COMBAT SKILLS
Attacks per Melee: 3 (Includes bonus attack from Boxing skill)
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance
Basic Defense Moves: Dodge, Parry, Automatic Parry
Advanced Defenses: Combination Parry/Attack, Power Block/Parry
Hand Attacks: Strike (Punch), Power Punch, Uppercut (1D8 damage), ***Jab*** (SPECIAL! This is a short, fast punch. Inflicts only 1D4 damage, with no P.S. bonus, but it is -3 to be parried or dodged).
Basic Foot Attacks: None
Special Attacks: Death Blow, Combination Parry/Attack
Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike from Rear
Multiple Attackers: 2
Preferred Range: Between Combat and Grappling

SKILLS INCLUDED IN TRAINING
Martial Art Powers: Equal to Dam Sum Sing, Wrist Hardening

Physical: Athletics
LEVEL ADVANCEMENT BONUSES
Level 1: +1 strike, parry, roll with punch/fall/impact, Knock-Out/Stun on a Natural 19-20
Level 2: +1 dodge, roll with punch/fall/impact, maintain balance
Level 3: +1 attack per melee, Critical Strike on Natural 19-20
Level 4: +2 parry, +1 dodge, Automatic Knock-Out on Natural 19-20
Level 5: +2 damage, +1 to A.R.
Level 6: +1 combination parry/attack, power block/parry
Level 7: +1 attack per melee, +2 damage
Level 8: +1 strike, parry, Knock-Out/Stun on Natural 18-20
Level 9: +1 dodge, roll with punch/fall/impact, maintain balance
Level 10: Death Blow on Natural 20
Level 11: +1 attack per melee, Critical Strike on Natural 18-20
Level 12: +1 strike, parry, Automatic Knock-Out on Natural 18-20 (2D6 melees)
Level 13: +2 roll with punch/fall/impact, +1 maintain balance, Knock-Out/ Stun on Natural 17-20
Level 14: +1 strike, +2 dodge
Level 15: Death Blow on Natural 19-20, +2 damage

Why Study Boxing?

It is an excellent style for those interested in developing their bodies and increasing their general toughness. It teaches absolutely nothing in the way of internal, mystical training, but to some, this is a fair trade.

Boxing

By Entropy Man
(Note the Boxing physical skill may not be selected if Boxing is taken as HtH form)

The origins of Boxing date back to ancient Grecce, however it didn't become truly popular until modern times, In America, boxing became famous in the early 1900's, when bare-knuckle brawlers would step into the ring and fight until only one man still stood. Boxing evolved into an incredibly popular professional sport, with multimillion-dollar purses to be won for big pay-per-view televised bouts.

Boxer's incredible training programs hone their reflexes and punching power until they become fighting machines. The incredible pounding boxers withstand during training and bouts also makes them one of the toughest bunch of fighters around.

Entrance Requirements: None
Skill Cost: 6 years

CHARACTER BONUSES

Add 2 to P.S.

Add 2 to P.E.

Add 20 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 3
Escape Moves: Roll with Punch/Fall, ***Resist Knockout***(Special): Boxers take incredible amounts of punishment in the ring and over time they learn to resist the would-be Knockout Punches other boxers throw at them. Roll under PE, if successful then the boxer is only stunned for 2 attacks

otherwise full Knockout penalties are suffered.
Basic Defenses: Dodge, Parry, Auto Parry
Advanced Defenses: Power Block/Parry (1D6), ***Bob/Weave*** (Special): Boxer gives up his/her first attack of the round and may autododge all Hand-to-Hand attacks they know are coming until they attack.
Hand Attacks: Punch(1D4), Backhand(1D4), Power Punch(1D10), Uppercut(1D8), Hook Punch(1D8), Jab(does 1 point of damage)
Basic Foot Attacks: None
Special Attacks: Forearm(1D4), Headbutt(1D4) *Note: neither of those are legal in the ring
Weapon Katas: None
Modifiers to Attack: Pull Punch, Knockout/Stun, Critical Strike

SKILLS INCLUDED WITH TRAINING
Physical: Body Building
Languages: None
Philosophy: None
Martial Arts Powers: Select one (1) Body Hardening Technique except Chi Gung and Chagi, this may be traded in for any General Skill Program except Physical

LEVEL ADVANCEMENT BONUSES
Level 1: KO on Natural 20, +2 pull, +2 roll, +2 strike, +2 parry
Level 2: +1 to Resist Knockout, +2 damage
Level 3: +1 attack per melee
Level 4: KO on 19-20, +2 dodge
Level 5: +1 strike, +1 parry, +2 pull punch
Level 6: +1 attack per melee
Level 7: Critical Strike on a 19 or 20, KO on 18-20, select 1 Body Hardening Technique*
Level 8: +1 damage, +2 to Resist Knockout
Level 9: +1 strike, +1 parry, Critical Strike on 18-20
Level 10: +1 attack per melee
Level 11: +1 dodge, +1 damage, Knock-Out on 17-20
Level 12: +1 strike, +1 parry, select 1 Body Hardening Technique*
Level 13: +1 attack per melee, +1 to Resist Knockout
Level 14: +2 pull, +2 roll, +1 dodge
Level 15: Add Tamashiwara and select 1 Body Hardening Technique*
*May select any Body Hardening Technique except Chi Gung and Chagi

Boxing Gloves: GM's may have different takes on the effects of wearing the gloves, I recommend, +2 pull and 1/2 damage on all hand strike

Hand to Hand: Boxing

By Brett Hegr

Gladiators, cyborgs, headhunters, and mercenaries are the most common practitioners of this combat style. Obviously, it is the skill of boxing rounded out to include a wider range of punches for a better attack capability. It doesn't have the versatility of Expert, the kick attacks of Martial Arts, or the grappling skills of Wrestling. However, a skilled boxer can quickly batter single opponents to the point where those shortcomings aren't even relevant. The defense ability of this combat style is unmatched in American combat styles.

Skill Cost: Equivalent to Hand to Hand: Karate, Jujutsu, or Commando. It costs one more "other" skill than Hand to Hand: Martial Arts.
Skill Requirements: Must know the Physical: Boxing skill.

Attribute Requirements: P.S. of 12 or more.
Techniques Known at First Level: Automatic parry, dodge, roll with punch/fall/impact, ***block*** (special), and pull punch. Attacks include punch (1d4 damage), hard punch (1d6 damage), overhead punch (1d4 damage but is +1 to strike from the speed and angle), power punch (used with any kind of punch), and elbow or forearm smash (1d6 damage). Don't forget the special knockout punch of the boxer - an automatic (no need to declare) knockout/stun for 1d6 melees on a natural 20.

The **block** is a skill unique to the boxer (GMs could let other combatants purchase it separately for one secondary skill). The hands and forearms are used to deflect blunt attacks (punches, kicks, and blunt weapons). A block is an automatic defense much like a parry, but can be used to defend against any and all attacks against the frontal upper body (unlike a parry, which is only good against one attack). If successful the boxer takes no damage, or half damage if failed. The character can also block mega-damagetm blows, but he must be wearing M.D.C.tm body armor or power armor. If bought separately, add a +1 to block at levels 1, 4, 7, 11, and 15 (must have the Boxing skill and no other bonuses can be added in). If part of combat boxing, use the bonuses listed below.

Limitations: Due to the emphasis on using the hands for primary attacks, no more than one half of the character's attacks can be used to strike with a weapon or fire a gun. Small, one hand weapons (like knives and blackjacks) are the preferred choice. Forearm vibro-blades do not restrict the character at all and can be used at will. Two handed weapons (battle axes, rifles, etc.) can be used, but the boxer loses one attack and his bonuses to defend are halved. Also, for attacks that do not use the arms (like head butts, knees, and kicks) the boxer only gets to apply half the damage bonus from combat boxing due to the nature of the attack (but still add the full P.S. damage bonus).

Bonuses: +2d6+3 S.D.C.tm, +1 to P.S., and +1 to P.E.

Level 1: Three attacks per melee, +2 to strike, +2 to block, and +2 to damage.
Level 2: +2 to pull punch, +1 to roll with punch/fall/impact, and +1 to parry.
Level 3: +1 to dodge, +1 to maintain balance, and +1 to grapple.
Level 4: Backhand (1d6 damage), head butt (1d6 damage), +1 attack per melee, and +2 to damage.
Level 5: Automatic knockout/stun on an unmodified roll of 19 or 20 (for 1d6 melees) and +2 to block.
Level 6: Hard punch (2d4 damage) and critical strike on an unmodified roll of 19 or 20.
Level 7: ***One-two punch*** - A special attack where the first punch (a normal punch doing 1d4 damage) distracts the victim from the real danger, a second devastating punch. The second punch can be another normal punch, a hard punch, an overhand punch, a power punch (still uses two attacks), or an uppercut/roundhouse. Initially, roll one strike roll. If that one succeeds roll damage for both punches. If it fails, roll a second strike roll for the second punch (hits as normal). If the first punch connects, then the second one automatically hits. If it doesn't, the boxer still gets another chance to nail his enemy. The boxer can only block or parry one melee attack when using this attack, and it can only be used twice per melee.
Level 8: +2 to block and +2 to damage.
Level 9: ***Uppercut/roundhouse*** - A special punch that takes two melee actions. It is a critical strike that does triple damage and gets a special +1 bonus to strike, but no defenses can be done while using it. Also add +1 attack per melee and +1 to strike at this level.
Level 10: +1 attack per melee, +1 to parry, and +1 to dodge.
Level 11: +1 to strike, +2 to pull punch, and +2 to roll with punch/fall/impact.
Level 12: Kick attack (1d6 damage) and an automatic knockout/stun on an unmodified roll of 18 to 20 (for 2d4 melees).
Level 13: Automatic dodge and +2 to block.
Level 14: +1 attack per melee.
Level 15: Critical strike on an unmodified roll of 17 or 20.

(Hand to Hand) Brawling

By Ron Barry

This is a type of non-formal fighting which is not taught in any school or dojo. It is very similar to Street Fighting, except that Brawling deals more with power punches, smashing an opponent with a chair or bottle and other one-punch knockouts. This could be considered untrained boxing, often seen in bar rooms. Because of the lack of formal training involved, this skill only goes up to level 5, with one additional bonus at level 9.

Level Advancement Bonuses

Level 1: +1 additional attack per melee. +2 damage on all S.D.C. attacks

Level 2: +1 to strike and +1d6 damage when using a non-combat object as a weapon, such as a barstool, chair, crowbar, pool stick or similar item. This damage should be increased by 3d6 per 100 pounds if a character with exceptional strength uses a larger itemsuch as a washing machine, a steel file cabinet, a car, or some similar thing.

Level 3: +4 to parry, dodge, roll with punch, fall or impact

Level 4: 2d6 power punch which counts as only one attack. When using a power punch, the attacker can get an automatic knockout on natural roll of 19 or 20. Victim will remain unconscious for 1d4 melee rounds. Knockout attempt does not have to be announced prior to roll.

Level 5: +1 additional attack per melee

Level 9: +1 additional attack per melee

BRAZILIAN JUJUTSU

Entrance Requirements: None
Skill Cost: 8 years (5 years as secondary form)

Brazilian Jujutsu (frequently abbreviated to BJJ) is a relatively modern form developed from judo and traditional Japanese jujitsu styles by the family of Brazilian landowner Carlos Gracie in the early 20th century. Over the years, the style was refined through repeated challenge matches against boxers and other martial artists. Techniques were modified to reflect the combat realities of street fights in Brazil.

In combat, the BJJ master seeks to drive immediately to a clinch, where the punches and kicks of his opponent are no longer effective. Once this is achieved, the opponent is taken to the ground, where he is choked or joint locked into submission.

BJJ training is very hands-on, with the majority of practice being spent on groundfighting practice, There are no preset forms.

Costume: Standard Judo unifrom (though speedoes are often worn during competitions)
Stance: Feet just over a shoulder's width apart, knees slightly bent, feet out for balance. The forward arm is extended to check the range to the opponent, the other is held back over the chest for defense. Hands tend to be open.

CHARACTER BONUSES
+1 ME
+2 PP
+2 PE
+10 SDC

COMBAT SKILLS
Attacks per Melee: 2
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance
Attack Moves: Clinch (Special! This involves a quick movement forward to grasp the opponent, while staying close enough that virtually all attacks are impossible. On a successful Clinch roll, only holds/locks, body block/tackle, body flip/throw, and tripping/leg hook attacks are possible for either fighter. Neither may parry or dodge attacks from other characters. A Clinch is maintained until broken by a successful escape move or knockdown attack)
Basic Defensive Moves: Parry, Dodge, Automatic Parry
Advanced Defenses: Automatic Roll
Hand Strikes: Strike (punch), Palm Strike
Foot Attacks: Snap Kick, Kick Attack, Tripping/Leg Hooks
Special Attacks: Elbow, Knee, Body Block/Tackle
Holds/Locks: Arm Hold, Body Hold, Neck Hold, Neck Hold/Choke, Choke, Elbow Lock, Mount (Special! Performed immediately after a knockdown attack, such as a tackle or leg hook, it pins the opponent to the ground, allowing the character an advantage. While mounted, the character may use any upper body strike or hold/lock, and is +2 to strike and +2 to damage on all techniques. His opponent is limited to hand attacks only, at -2 to strike and damage, and may not roll with impact. The mount may be escaped as a hold), Guard (Special! Performed after suffering a knockdown attack, this defensive position allows the character to defend himself by trapping the opponent between his legs. The character is +2 to roll with impact and parry, and may use any upper body strike, hold/lock, snap kick, or tripping/leg hook attack. A successful tripping/leg hook will roll both combatants to a standing position; a critical strike with the leg hook rolls the character from the guard to the mount! While "in the guard" the opponent may use any upper body strike, hold/lock, or knee attack. The guard may be escaped as a hold)
Weapon Katas: None

SKILLS INCLUDED IN TRAINING
Martial Arts Powers: Receives the Kansetsu Waza - Grasping Hand Atemi power automatically. Choose one power from Body Hardening Exercises and Martial Arts Techniques.
Languages: Portugese
Philosophical Training: None

If this is your primary martial arts form, then the following forms can be learned in a shorter time: Jujutsu (4 years), Kodokan Judo (4 years), or Ch'in Na (4 years)

LEVEL ADVANCEMENT BONUSES
1st - +2 to Roll with Punch/Fall/Impact, +1 to Parry/Dodge, +1 to Clinch, Critical Strike from Behind
2nd - +1 to Locks/Holds, +1 to Boddy Block/Tackle and Tripping/Leg Hooks
3rd - +1 to Strike, +2 to Maintain Balance
4th - Add one attack per melee, Critical Strike on natural 18, 19, or 20
5th - +2 to Roll with Punch/Fall/Impact, Knock-Out/Stun on a natural 20
6th - Select one additional Martial Arts Power from Body Hardening Exercises (including Demon Hunter) or Martial Arts Techniques, +1 to Locks/Holds
7th - +1 to Clinch, +1 to Body Block/Tackle and Tripping/Leg Hooks
8th - Add one attack per melee, +1 to Maintain Balance
9th - +2 to Roll with Punch/Fall/Impact, +1 to Damage
10th - +1 to Parry/Dodge, +1 to Locks/Holds
11th - Select one additional Martial Arts Power from Body Hardening Exercises (including Demon Hunter) or Martial Arts Techniques, add one atack per melee
12th - +1 to Parry/Dodge, +1 to Strike
13th - +2 to Roll with Punch/Fall/Impact, +1 to Maintain Balance
14th - Add one attack per melee, Knock-Out/Stun on a natural 19 or 20
15th - Select one additional Martial Arts Power from Body Hardening Exercises (including Demon Hunter) or Martial Arts Techniques.

Why study Brazilian Jujutsu?: For taking an opponent out of his element, there's nothing better. BJJ's groundfighting is second to none. On the downside, while it excels in one-on-one combat, the emphasis on ground-fighting makes the practitioner vulnerable to multiple attackers.

Breakinist

These forms of martial arts are unique in the fact that the warrior cannot fight WITHOUT music. Music is required to keep the beat and in time. The reason being, they dance around, fighting...combining attacks with sometimes amazing and beautiful moves, sometimes not so beautiful, but still amazing. There are a variety of forms of Dancing Martial Arts, each with certain unique attacks.

Requirements: Gymnastics and Dance skills.
Cost: 3 other skills.
General: This form usually centers around fast moves on the ground.
Outfit: Stuff from the 80s (???)

LEVEL ADVANCEMENT BONUSES
Level 1: 3 attacks per melee, +5 Roll
Level 2: +1 Parry, +2 Dodge
Level 3: Kick does 1D6 damage
Level 4: ***Drop Dodge*** (With this, the Breakinist drops to the ground rolls away, successfully removing themself from direct HtH combat (rolls away 4-5 feet). No bonuses apply unless specifically stated above.)
Level 5: +1 attack, Entangle on natural 20
Level 6: ***Leg Sweep*** (With this attack, the Breakinist drops to the ground and tries to take out their opponents legs and knock them down. Normal strike bonuses apply. Opponent is knocked down on a natural roll of (20 - lvl) to 20. If knocked down, opponent loses initiative and 1 attack.)
Level 7: ***Ground Kick*** (This attack happens when the character is already on the ground. What they do is pop up with both feet out in front. Damage is decent, and opponent may be knocked down. Damage: 1D6 + Spd. Knockdown on natural 18,19 or 20.)
Level 8: Leap Kick (critical strike, range = Spd attr)
Level 9: Critical Strike on natural 19 or 20, Entangle on natrual 17, 18, 19or 20
Level 10: +1 attack, +1 parry, +3 dodge
Level 11: +3 damage
Level 12: +5 roll, +2 Drop Dodge
Level 13: Knock-out/stun on natural 20
Level 14: +1 attack
Level 15: Entangle on successful strike (no bonuses, must be called).

Capoiera (EXCLUSIVE)

Capoiera is a Brazilian martial art form that comes from African decent. It is very fluent and consists of rhythmic motions. In it's dance like movement the master will use a combination of kicks and punches to counter his opponent moves and to strike the opponent when he or she is off balance.

Entrance Requirements: P.P. 14, Spd. 12, a high PS is suggested but not required.
Skill Cost: 7 years
Costume: Loose fitting pants, with or without a shirt.
Stance: One leg forward the other back arms slightly out to the sides. The martial artist will move in a circular dance like motion called a jinga.

CHARACTER BONUSES

Add 2 to P.P.

Add 2 to Spd.

Add 1 to P.S.

Add 1 to P.E.

Add 10 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 4
Escape Moves: Roll with punch/fall/impact, Cartwheel, Flip, Back flip.
Basic Defensive Moves: Dodge, Parry, Automatic Parry
Advanced Defenses: Multiple Dodge, Automatic Roll, Breakfall, Combo Parry/Attack.
Hand Attacks: Strike (punch) Power Punch, Backhand
Basic Foot Attacks: Kick Attack, Tripping/Leg Hook, Snap Kick, Roundhouse Kick, Crescent Kick, Backward Sweep.
Jumping Foot Attacks: Jump Kick, Flying Reverse Tuning Kick.
Special Attacks: Knee, Elbow, Handstand
Weapon Katas: W.P. Blunt, W.P. Paired Blunt
Modifiers to Attacks: Pull Punch, Critical Strike, Knock-out/Stun.

SKILL INCLUDED IN TRAINING
Martial Art Powers: Choose 2 for Martial Art Techniques, and 1 from Special Kata's.
Languages: Portuguese
Physical: Gymnastics, Acrobatics
Cultural Skills: Dance

LEVEL ADVANCEMENT BONUSES
Level 1: +2 to dodge/parry, +3 roll with punch/fall/impact
Level 2: +1 to strike, Knock-Out/Stun on a natural 19-20
Level 3: + one extra attack per Melee, +1 to dodge/parry/roll with punch/fall/impact
Level 4: +3 maintain balance, +2 strike
Level 5: Select 1 Body Hardening Exercises
Level 6: +1 dodge/parry, +2 roll with punch/fall/impact
Level 7: +one extra attack per melee, +2 to strike
Level 8: +2 maintain balance, Knock-Out/Stun on natural 18-20
Level 9: select one Additional Martial Art Power from Martial art Techniques, Body Hardening, or Special Katas
Level 10: +2 to dodge/parry/roll with punch/fall/impact
Level 11: +2 strike, +3 to disarm, death blow on natural 20

Level 12: +1 attack per melee
Level 13: +1 to dodge/parry/roll with punch/fall/impact
Level 14: Knock-Out/Stun on natural 17-20, +2 strike
Level 15: + 1 attack per melee, +2 dodge/parry/roll, select one Additional Martial Art Power from Martial art Techniques, Body Hardening, or Special Katas

Capoiera
(kap-oh-er-a)

The actual history of this interesting style is unknown, but this is the basic, accepted theory:

> Capoiera was developed by the African slaves brought to Brazil by Portugese merchants. The slaves were from various tribes, some were even from enemy tribes. Realizing that their condition would not change on it's own, they decided to revolt. Bu they had to be able ot fight, and they were obviously not allowed to have weapons, so they took lessons from their tribal dances, and began to develop a way of fighting based on these dances. This was act- ually very clever, as they were able to convince their masters that they were only practicing their ancient traditional dances while they were, in fact learning to fight. The practiced their secret art to the rhythms of drums and a stringed, wooden instrument called the berimbau. Eventually, they did gain their freedom. The "dance" of capoiera and the capoeiristas (practicioners of the art) became so feared that Capoiera was actually made illegal in Brazil until the 1930's, when government restrictions were relaxed and students were once again allowed to practice.

Today, Capoiera is popular around the world. The dancing and music initially used to disguise the style have been fully integrated into the style. It is even a type of game for those who practice it.

Capoeira is usually done inside a circle of people called a "roda", pronouced HO-DUH. The people in the circle are usually other capoeiristas waiting to "play", and observers. Player or not you are expected to give energy to the roda by clapping and singing in response to the person "in charge" of the roda. There are several instruments used to make the music in the capoeira roda. The agogô (double cowbell), pandeiro (tambourine), Atabaque (conga type drum), and the Berimbau which is the most important. Each instrument, when played correctly, contributes to the energy in the roda, but the Berimbau is the commanding instrument. It tells the players inside the roda how to play, fast or slowly, agressively or pretty with lots of acrobatics. The berimbau starts and stops the roda, and all the other instruments follow it's rhythm and tempo.

Many people ask if Capoiera is a dance, or a fighting art. Mestre Joao Grande, considered to be one of the greatest Capoiera teachers, answered this question once with this, " In the hour of fighting, it is a fight. And in the hour of dance, it is a dance".

Capoiera is a very interseting form to observe. It appeals to both the body and the mind. The driving rhythms reach into the body and stir one to movement, while the wild dancing and acrobatics entertain the eye and mind. It is a constantly moving style, and this can be very confusing to someone who has never faced a capoeirista before.

Entrance Requirements: P.S. 13, P.P. 14, Spd. 15
Costume: None in particular, but students dress in all white.
Stance: A low crouching position, with circular motion.

CHARACTER BONUSES

Add +2 to P.P.

Add +1 to P.E.

Add +5 to Spd.

Add +15 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 3
Escape Moves: Roll with Punch/Fall/Impact, Backflip, Cartwheel, Somersault, Leap, Maintain Balance
Attack Moves: Backflip, Cartwheel, Handstand, Leap, Roll, Somersault
Basic Defense Moves: Dodge, Parry, Automatic Parry
Advanced Defenses: Multiple Dodge, Circular Parry, Automatic Dodge, Automatic Roll
Hand Attacks: Strike (Punch), Knife Hand, Double Knuckle Fist, Back Hand
Basic Foot Attacks: Kick Attack, Roundhouse Kick, Wheel Kick, Crescent Kick, Tripping/Leg Hook, Drop Kick, Reverse Turn Kick, Whirling Kick (Special! Must be the first attack and it uses half of the character's attacks. Roll to strike with no bonuses. Affects every target in Combat range, and acts as an Automatic Parry. Inflicts 1D8 damage).
Jumping Foot Attacks: Jump Kick, Flying Jump Kick, Flying Reverse Turn Kick
Special Attacks: Death Blow, Leap Attack, Knee, Elbow, Forearm, Head Butt, Arrastao (SPECIAL! The capoeirista attempts to grab the opponent's legs and pull them out from underneath him. Uses two attacks, and requires a strike roll of 13 or better. If successful, the victim suffers 1D8 damage and loses initiative and two attacks).
Modifiers to Attacks: Pull Punch, Knock-out/Stun, Critical Strike, Critical Strike from behind
Multiple Attackers: 4
Preferred Range: Long to combat

SKILLS INCLUDED IN TRAINING
Martial Art Powers: Select a total of three powers from among Body Hardening Exercises, Martial Art Techniques, or Specialty Katas.
Languages: Portugese
Domestic: Dancing, Singing
Survival: Jungle (or Wilderness) Survival
Physical: Acrobatics, Gymnastics, Running, Swimming
LEVEL ADVANCEMENT BONUSES
(NOTE: There are very few strike bonuses in this style. Most of the bonuses are geared towards evasion and escape).
Level 1: +1 to three (3) Escape Moves of choice
Level 2: +1 to three (3) Attack Moves of choice
Level 3: +1 to Parry/Dodge/Automatic Dodge
Level 4: Knock-out/Stun on a Natural 19-20
Level 5: +1 Attack per Melee, +1 to Strike, +1 initiative
Level 6: Select one additional Martial Art Power from Martial Art Techniques or Specialty Katas
Level 7: +2 to Strike, +1 initiative
Level 8: Critical Strike on Natural 19-20
Level 9: +2 to Leap (+6 feet)
Level 10: +1 to three (3) Escape Moves of choice
Level 11: Select one additional Martial Art Power from Martial Art Techniques or Specialty Katas
Level 12: +2 to damage, +2 to Parry/Dodge
Level 13: Knock-out/Stun on Natural 18-20, Critical Strike on Natural 18-20
Level 14: +1 to three (3) Attack Moves of choice
Level 15: +1 Attack per Melee, +3 to Leap (+6 feet)

Why Study Capoirera?

It's an unusual style that combines strong defenses with fast offensive moves. In addition, it provides excellent physical conditioning, and a sense of belonging.

Capoiera (Exclusive)

By Kuseru

Capoeira, a Brazilian martial art, was born in the "senzalas", where African slaves were kept. Capoeira blends elements of dance, music, rituals, acrobatics, and fighting. It is primarily a stylized dance, practiced in a circle called the "roda", with percussion instruments providing sound. In addition to unarmed techniques, weapons are taught; "maculele", done with blades, and "maracatu", done with sticks. It is very common for a capoeirista to have two or three nicknames. When a person is "baptized" into the art of Capoeira, they are given a nickname.

When a roda is formed, music is played, and spectators clap and sing while two fighters do battle in the center. The music is made by a leading instrument, the berimbau (one stringed, bow shaped instrument with a gourd attached to one end to give resonance). Also played are an atabaque(drum), and a pandeiro (tambourine).

Entrance Requirements: No Alignment Restrictions. Minimum Attributes are: P.S.: 8, P.P.: 10, P.E.: 8, Spd.: 10.
Skill Cost: 8 years.
Costume: Loose fitting cotton pants and belt.
Stance: Balanto--Actually a movement where the body rocks back and forth as the weight shifts from leg to leg.

CHARACTER BONUSES

Add 1 to P.S.

Add 2 to P.P.

Add 2 to Spd.

COMBAT SKILLS
Attacks per Melee: 2
Escape Moves: Back Flip, Roll, Maintain Balance.
Attack Moves: Leap, Cartwheel, Back Flip, Handstand.
Basic Defensive Moves: Dodge, Parry, Auto Parry.
Advanced Defenses: Multiple Dodge.
Hand Attacks: Punch, Palm Strike.
Basic Foot Attacks: Kick, Trip/Leg Hook, Backward Sweep, Axe Kick, Wheel Kick, Roundhouse Kick.
Jumping Foot Attacks: None.
Special Attacks: Headbutt, Parry/Strike, Leap, Cartwheel, Back Flip, Handstand
Holds/Locks: None.
Weapon Katas: W.P. Short Sword, W.P. Stick, W.P. Paired Sticks, W.P. Paired Short Swords.
Modifiers to Attack: Pull Punch, KO/Stun, Critical, Death Blow, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING
Martial Arts Powers: Select two from Atemi or Body Hardening.
Language: Spanish.
Cultural Skills: Dance, Play Musical Instrument(Capoeira Instruments).
Physical Skills: Gymnastics.

LEVEL ADVANCEMENT BONUSES
Level 1: +1 to Parry/Dodge, +2 to Maintain Balance.
Level 2: +1 Attack, +2 to Roll.
Level 3: KO/Stun on 18, 19, or 20, +1 to Back Flip.
Level 4: +2 to Kick Damage, Critical on a 19 or 20.
Level 5: +1 Attack, +2 to Maintain Balance.

Level 6: +1 to Strike, +1 to Cartwheel.
Level 7: +1 Attack, Select one from Atemi or Body Hardening.
Level 8: +1 to Maintain Balance, +1 to Roll, +1 to Handstand.
Level 9: +1 Attack, +1 to Back Flip.
Level 10: +1 to Cartwheel, +2 to Parry/Dodge.
Level 11: +1 Attack, +1 to Damage.
Level 12: +1 to Kick Damage, +1 to Strike.
Level 13: +1 to Roll, Select one from Atemi or Body Hardening.
Level 14: +1 Attack, +1 to Parry/Dodge.
Level 15: Death Blow on a 19 or 20.

Why Study CAPOIERA?

A highly stylized art that is nonetheless effective.

Capoeira

Entrance Requirements: None
Skill Cost: 12 years(Primary), 6 years(Secondary)
Costume: None
Stance: None
CHARACTER BONUSES

Add 1 to M.E.

Add 1 to P.S.

Add 3 to P.P.

Add 1 to P.E.

Add 15 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 4
Escape Moves: Roll w/Punch/Eall/Impact, Backflip, Cartwheel
Attack Moves: Backflip, Handstand, Cartwheel
Basic Defensive Moves: Dodge, Automatic Dodge
Advanced Defenses: Multiple Dodge, Breakfall
Hand Attacks: Strike (Punch), Knife Hand, Back Hand
Basic Foot Attacks: Trip/Leghook, Backward Sweep, Kick Attack, Crescent Kick, Wheel Kick, Axe Kick, Reverse Turning Kick, Drop kick, Roundhouse Kick
Jumping Foot Attacks: Jump Kick, ***Armada with Martelo*** (NEW! Combination Wheel kick/Jumping Roundhouse, Must be 1st and only attack, does 1D8+1D10)
Special Attacks: Knee, Elbow, Headbutt, Eye Poke, Ear Slap, Double Ear Slap
Modifiers to Attack: Pull Punch, Pull Kick, Critical Strike, Critical Strike from Rear

SKILLS INCLUDED IN TRAINING
Martial Arts Powers: Select 2 powers from Body Hardening Exercises.
Language: Portugese
Physical Skills: Gymnastics
Cultural Skills: Dance, Play Insrrument:Agogo(two-tone bell), Atabaque (drum), Berimbau (wire-strung wooden bow), Pandeiros(tambourines)

LEVEL ADVANCEMENT BONUSES
Level 1: +2 to Dodge, +1 to Strike with Hand Attacks, Critical Strike on a Natural 20
Level 2: +1 Attack per Melee, +1 to Roll with Punch/Fall/Impact
Level 3: +1 to Handstand, +1 to Cartwheel/Backflip
Level 4: +1 to Strike with Foot Attacks, Gain 1 Martial Art Power from Body Hardening Exercises
Level 5: +1 Attack per Melee, +2 to Dodge
Level 6: +1 to Rear Attacks, +1 to Cartwheel/Backflip
Level 7: +1 to Handstand, +1 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 19+
Level 8: +1 Attack per Melee, +2 to Strike with Foot Attacks
Level 9: +2 to Dodge, +1 to Cartwheel/Backflip
Level 10: +1 to Rear Attacks, Gain 1 Martial Art Power from Body Hardening Exercises
Level 11: +1 Attack per Melee, +1 to Handstand
Level 12: +1 to Roll with Punch/Fall/Impact, +1 to Strike with Foot Attacks
Level 13: +2 to Dodge, Critical Strike on a Natural 18+
Level 14: +1 Attack/Melee, Gain 1 Martial Art Power from Body Hardening Exercises
Level 15: +1 to Handstand, +1 to Strike with Hand Attacks

Why Study CAPOEIRA?

A strong and unorthodox style that can be hidden within dance movements. Capoeira is only lacking in weapon skills and mystical abilities.

Catongi

This is the martial art that is practiced by all Calemora.Most Calemora enter combat with a steady, dedicated approach, waiting to see what the opponent's first move will be. They will then try to counter with opposite techniques.

Entrance Requirements: Must be Calemoran
Skill Cost: 12 years
Costume: None
Stance: Feet about shoulder's width apart, arms hanging loosely at sides.

CHARACTER BONUSES

Add 3 to P.S.

Add 1 to P.P.

Add 2 to P.E.

Add 5 to Spd.

Add 30 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 4
Escape Moves: Roll with Punch/Fall/Impact
Basic Defense Moves: Dodge, Parry, Automatic Parry
Advanced Defenses: Automatic Dodge, Multiple Dodge, Cirular Parry.
Hand Attacks: Strike (Punch), Knife Hand, Power Punch, Palm Strike, Double Fist Punch
Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Wheel Kick, Crescent Kick, Axe Kick
Jumping Foot Attacks: Jump Kick, Flying Jump Kick, Flying Reverse Turn Kick
Special Attacks: Death Blow, Body Flip/Throw, Knee, Elbow, Body Block/Tackle, Choke, Crush/Hug
Modifiers to Attacks: Pull Punch, Knock-out/Stun, Critical Strike, Critical Strike from Rear
Multiple Attackers: As many as necessary
Preferred Range: Combat

SKILLS INCLUDED IN TRAINING
Martial Art Powers: Select a total of 5 powers from among Body Hardening Exercises, Chi Mastery, Martial Art Techniques, or Specialty Katas
Philosophical: Code of the Dragon

LEVEL ADVANCEMENT BONUSES
Level 1: +1 to strike/parry, Knock-Out/Stun on a Natural 20
Level 2: +3 to damage
Level 3: +2 to Roll with Punch/Fall/Impact and Dodge
Level 4: +1 strike/parry, Knock-Out/Stun on Natural 19-20
Level 5: +1 attack per melee
Level 6: +1 strike/parry, Death Blow on a Natural 20
Level 7: +3 to damage
Level 8: +2 to Roll with Punch/Fall/Impact
Level 9: Double Existing Chi
Level 10: +1 attack per melee
Level 11: +2 strike, Knock-Out/Stun on Natural 16-20
Level 12: +1 parry, Death Blow on Natural 19-20
Level 13: +3 damage, Gain Muay Thai " Lightning Form" kata

Level 14: +1 attack per melee
Level 15: +1 attack per melee, Double Existing Chi, Death Blow on Natural 17-20

Why Study Catongi?

Well, if you are Calemora, there's not much choice.

Chi-Kung - Guerrilla Trooper Attacks

by Gabriel

This is a generic martial arts form taught to many government agents around the world. It is simple, but offers great versatility. Because of that simplicity it can be taught in about 3 years, making it viable for government operatives who don't want to spend 8 or 10 years learning a martial art. Against other martial arts it may not fare so well, but it is still quite useful. Because no martial art powers are taught, more time can be spent on basic techniques. One thing on its side is that it is is very aggressive. Another is that it is one of the only martial arts to encourage the use of an automatic pistol.

Game Mechanics Note: I would allow this martial art to be learned by any government operative if it makes sense. It would probably cost them 1 more skill than normal Martial Arts or Assassin.

Entrance Requirements: P.P. of 12, P.E. of 10

Skill Cost: 3 years

Costume: Anything, preferrably something that will not constrict movement. All moves can be done in boots or shoes.

Stance: Varies, but can include a normal posture, a boxing stance, cat stance, and a fighting stance with the front foot pointing forwards and the back foot pointing perpendicular to the front. 65% of the weight is on the back foot and the hands are raised in a guard.

Character Bonuses:

+1 to P.P.
+1 to P.S.
+1 to P.E.
+3 to Spd.
+10 to S.D.C.

Combat Skills:

Attacks Per Melee: 3

Escape Moves: Roll with Impact, Maintain Balance

Attack Moves: Handstand, Backflip, Leap, Cartwheel

Basic Defensive Moves: Dodge, Parry, Automatic Parry, Backflip

Advanced Defenses: Disarm, Entangle, Multiple Dodge

Hand Attacks: Strike, Knife Hand, Backhand, Palm Strike

Basic Foot Attacks: Kick Attack, Snap Kick, Tripping / Leg hook, Drop kick (can be used with a leg hook), Crescent Kick, Wheel Kick, Roundhouse, Axe Kick

Jumping Foot Attacks: Jump Kick

Special Attacks: Elbow, Knee, Pistol Whip (1D8 damage), Body Flip, Choke

Holds/Locks: Finger Lock, Wrist Lock, Elbow Lock, Leg Hold, Body Hold, Neck Hold

Weapon Katas: WP Knife, WP Automatic Pistol

Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from Behind

Skills Included in Training

Martial Art Powers: None!

Languages: None

Skills: WP Knife, WP Automatic Pistol

Philosophical Training: None, except loyalty to your country is first and foremost.

Note on WP Automatic Pistol: The training of using a pistol in conjunction with a martial art brings up some limitations. The character cannot punch with the hand holding the pistol, they can only pistol whip. They cannot perform holds or locks when holding a pistol, and they cannot perform and body flips (automatic or normal).

Because of the general nature of this martial art, any secondary form can be learned in a shorter time: subtract one year from the skill cost.

Level Advancement Bonuses

1st +3 to roll with impact & pull punch, +2 to cartwheel and handstand
2nd +2 to strike, +3 to parry & dodge
3rd +1 attack per melee, +2 to damage
4th +3 to backflip, +2 to maintain balance
5th +2 to disarm, +2 to entangle
6th +1 attack per melee, +2 to parry & dodge
7th Gains Automatic Body Flip, +2 to cartwheel

8th Gains Automatic Wrist & Elbow Locks, +2 to handstand
9th +1 attack per melee, +2 to damage
10th Critical Strike on Natural 18-20, +2 to body flip
11th Gains Automatic Dodge, +2 to damage
12th +2 to parry & dodge, +3 to strike
13th +1 attack per melee, +2 to roll with impact & pull punch
14th Death Blow on Natural 20, +2 to disarm & entangle
15th +1 attack per melee, +1 to maintain balance

Why Study Chi-Kung?

Chi-Kung is a purely physical martial art. It is relatively easy to learn and remains effective. Because of the total lack of mind related training, against a chi master or similar opponent, they have very little chance of winning. But against untrained opponents, they are extremely deadly. Against trained opponents, they have a good chance of winning.

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Chun Xin Kung Fu

In medieval China Chun Xin or Noble Heart Kung Fu was very common among the aristocracy. Many young noblemen learned this martial art, because it was simple and easy to learn, yet very broad in it's scope. Chun Xin achieves this by taking shortcuts. While it teaches empty handed moves, weapons, a few grappling moves, and a little of just about everything else, it teaches nothing well. The moves are pretty, but often lack the finesse or power than many other arts have.

Where Chun Xin excels though is in its scope. This is the only martial art that teaches every kind of martial art power. It is a hodge-podge of moves, powers, and philosophy that has been packaged into an superficially attractive package. Many of the noblemen who studied this form were duped by their masters into thinking that they were more knowledgeable or skilled than they actually were, but over time the art became more coherent and practical.

Chun Xin eventually fell out of favor, but lingered on to the present day in it's current form. Students are still encouraged to study the noble arts of China and to cultivate honor and respect for tradition. The training is as eclectic as ever.

Entrance Requirements: none.
Skill Cost: 6 years (3 years as a secondary form)
Costume: Formal dress. In the training hall high quality white and gold Kung Fu uniforms are worn. Expensive suits for the men and dresses for women are the norm otherwise.
Stance: Exaggerated Forward stance with one hand over the heart and the other poised for attack or salute.

CHARACTER BONUSES

Add +5 to Chi

Add +1 to M.E.

Add +2 to M.A.

Add +1 to P.P.

Add +5 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 3
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.
Attack Moves: -
Basic Defensive Moves: Dodge, Parry, Automatic Parry
Advanced Defenses: Power Block/Parry, Multiple Dodge, Circular Parry, Disarm.
Hand Attacks: Strike (Punch), Palm Strike, Fingertip.
Basic Foot Attacks: Kick Attack, Snap Kick, Backwards Sweep.
Jumping Foot Attacks: Jump Kick.
Special Attacks: Leap Attack, Body Flip/Throw, Paralysis Attack
Holds: Arm Hold
Weapon Katas: Wen Jen (Sword), Chrang (Spear), paired Fu (axes)
Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from rear.

SKILLS INCLUDED IN TRAINING
Martial Art Powers: Select one (1) Specialty katas (not including Chi Katas) and one (1) Martial Art Technique.

Language: Chinese (Mandarin)
Physical: Horsemanship.
Cultural: Go, Shogi, and Tiao Qi.
Philosophical Training: Confucianism

If this is your primary Martial Art form, then the following other forms can be learned in a shorter time: Gui Long Kung Fu.

LEVEL ADVANCEMENT BONUSES
Level 1: +2 to Roll with Punch/Fall/Impact, +1 to Parry/ Dodge, +1 Initiative.
Level 2: +2 to Maintain Balance, Critical Strike on a Natural 19 or 20.
Level 3: +1 Damage, Select one (1) additional Martial Art Power from Body Hardening (not including Demon Hunter)
Level 4: +1 Attack per Melee, +1 to Disarm
Level 5: +1 to Strike
Level 6: Select one (1) additional Martial Art Power from Atemi Abilities (not including Advanced).
Level 7: +1 Attack per Melee
Level 8: +1 Parry/Dodge
Level 9: Select one (1) additional Martial Art Power from Chi Katas
Level 10: +1 to Roll with Punch/Fall/Impact, Double Existing Chi
Level 11: +1 Attack per Melee
Level 12: Select one (1) additional Martial Art Power from Chi Powers (not including advanced)
Level 13: +1 to Parry/Dodge
Level 14: +1 Attack per Melee
Level 15: Select one (1) Zenjorki Power

Why Study Chun Xin?

Chun Xin is the art that teaches a little of everything. If you are interested in learning one martial art that is not too fancy, but will cover you in just about any situation, this is it.

Hand-To-Hand: Close-Quarters Combat

by Billy Bardo

CQB or Closed-Quarters combat (considered a martial arts), Is a tactical form of combat emphasizing quick take downs, expediant B&E (breaking and entering) and weapon improvization with just a touch of presure points thrown in for prisoner/combatant control. HH:CQB is what you use to give you the advantage in tight quarters such as inside buildings, sea-going vessels and starships. Here is just one Z's interpitation.

Starting Attacks per Melee: 2
The following techniques are known at first level.
Maintain balance, Arm-hold, Disarm, Auto-parry, Auto-dodge

Bonuses: +2MA, +2PP, +1Initiative, +6 Speed.

The following weapons should be treated as if they were in kata, although they are not really kata's, the use of the HH manuvers along with these weapons is allowed.
Baton, Pistol, Rifle, Dagger, Flashlight, Shotgun, Hooligan tool or crowbar and paired pistol/flashlight and Kubotan.

Level Advancement Bonuses
Level 1: +2 Attacks, +2 Roll, +2 Dodge, Use any small object as a thrown weapon
Level 2: +2 Strike, +1 Disarm, +6 Damage
Level 3: +1 Attack, +1 Initiative Use suitable blunt object as weapon
Level 4: Blunt strike with Pistol/Butt-stroke with rifle (1d6 damage)
Level 5: Body Hold, Pin/Incapacitate
Level 6: +1 Attack, Knock-out/Stun 18-20 (Pressure point)
Level 7: Critical Strike (Called!, also Pressure point), use suitable flexible object as weapon
Level 8: +1 Initiative, +1 Roll, +1 Dodge, +2 Parry
Level 9: Knock-out/Stun (Called, pressure point)
Level 10: +1 Attack, Blind-Fighting (fighting without negatives when you cannot see such as in smoke/gas, darkness, while blinded, etc)
Level 11: +4 Speed, Arm lock
Level 12: Combo Wrist lock/Disarm
Level 13:+2 Damage, +1 Disarm, +1 Initiative
Level 14:+2 Roll, +2 Dodge, +1 Parry
Level 15:+1 Attack, Shoot wild without penalty!

Why learn CQB?

Well, for realism! It is taught to many military personel and law enforcement. If your character wants an effective combat that can be used where combat mostly takes place (up close and personal) then you want CQB. It's emphasis on quick take down and good defense make it a well rounded HH form. With all it has to offer, give your next military/law enforcement character CQB.

Hand to Hand: Commando (Revised)

O.C.C. Restriction(Special!): Available only to special military personnel and is not a general combat skill.
Skill Cost: Five "other" skills, or as noted under O.C.C. Skills section.
Techniques Known at First Level: Punch (1D4 damage), backhand strike (1D4 damage), kick attack (1D8 damage), snap kick (1D6 damage), body flip/throw (1D6 damage) body block/tackle (1D4 damage), automatic parry, disarm, roll with punch, and the usual strike, parry, and dodge.
Special Attacks: Elbow strike (1D4 damage), knee strike (1D6 damage), automatic parry/attak, automatic parry/disarm.
Locks/Holds: Arm hold, body hold, neck hold, wrist lock, arm lock, choke.
Modifiers to Attacks: Pull punch, knock-out/stun, critical body flip/throw, critical strike, death blow.
Character Bonuses: +1 to M.E., +2D6 to S.D.C.
Additional Skills: Paired Weapons (special!): Choose one paired weapons proficiency at levels one, three, seven and ten.
Level Advancement Bonuses:
Level 1: Add two additional attacks per melee, +2 to save vs horror factor and pain, +1 to save vs heat and cold, critical strike or critical flip/throw on natural 20, knock-out stun on natural 20.
Level 2: Learns backward sweep (knockdown), +1 on initiative, +1 to strike, +2 to parry and dodge, +3 to roll with punch/fall/impact, +3 to pull punch.
Level 3: +1 to disarm, +1 to flip/throw.
Level 4: Add one additional attack per melee, learns Karate kick attack (2D6 damage).
Level 5: Learns automatic dodge, critical flip/throw on natural 18 to 20
Level 6: +2 on intiative, +1 to strike, parry, and dodge, +1 to body flip/throw, critical strike on natural 18 to 20.
Level 7: +2 to damage, +1 to save vs horror factor, +1 to disarm, +1 to dodge, +2 to pull punch.
Level 8: Add one additional attack per melee,learns jump kick (automatic critical strike; 1D8 damage), +1 to body flip/throw, +1 to roll with punch/fall/impact.
Level 9: Death blow on natural 18 to 20!
Level 10: +2 to save vs horror factor, +1 on initiative, +1 to strike.
Level 11: +1 to disarm, +1 to pull punch, +1 to body flip/throw.
Level 12: +2 to damage, +1 to parry, +2 to dodge.
Level 13: Add one additional attack per melee.
Level 14: Knock-out/stun on natural 19 or 20.
Level 15: Critical strike on natural 17 to 20.

Daikido - The Way of Total Concentration

Daikido was designed with the idea that no more action should be taken than is absolutely neccessary. Rather than landing a flury of blows on an opponent as many other martial artists will do, a master of Daikido will bide their time until an opening appears and then make a single strike of deadly effect. Likewise, rather than madly dodging or making a flury of parries, a master of Daikido will deftly remove themselves from the path of several attacks at once, or fend off many blows with one sweep of an arm.

Training emphasizes being fully aware of what one is doing, planning every action and thinking through the concequences of one's movements, words, and deeds. As a result irresponsible or spontaneous people have a tendency to either change or drop out before getting very far through training. This will almost always completely shape a person's entire approach to life leading to a more thoughtful, cautious person. A master will always be of the opinion that if you are going to do _anything_, you should make sure you do it right.

Entrance Requirements: M.E. 12
Skill Cost: 8 years
Costume: Pretty much anything goes. Practitioners will rarely wear constricting or akward clothing.
Stance: A variety of stances can be used, but the centre of mass is invariably low and the weight is almost always shifted to the balls of the feet.

CHARACTER BONUSES:

Add 3 to M.E.

Add 2 to P.P.

Add 15 to CHI

Add 5 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 1 (note: if you take boxing you _do not_ get the extra attack, however you do get the other bonuses and the number you need to roll to knock someone out is reduced by 1.)
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance
Basic Defensive Moves: Dodge*, Parry*,
Advanced Defenses: Multiple Dodge*, Disarm, Circular Parry*, Breakfall*
Hand Strikes: Punch, Knife Hand, Palm Strike
Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Tripping Leg/Hook
Holds/Locks: Arm Hold, Neck Hold, Finger Lock, Arm Lock
Modifiers to Attacks: Pull Punch, Critical Strike or Knockout on 18-20, Critical Strike or Knockout from behind, Death blow on natural 20

* The starred abilities are semi-automatic, each round the first of these done does not take an attack or action.

SKILLS INCLUDED IN TRAINING
Martial Arts Powers: Two martial arts abilities can be selected from Martial Arts Techniques, Specialty Katas, Body Hardening, and Chi Abilities. In addition, the Kime or one mind kata is automatically learned at first level. Up to two of these may be traded in for basic skill programs (no physical skill program). The kime ability may not be traded for a skill program.
Skills: None
Language: None

Philosophical Training: None per se, although there is a distinct approach to life taken by students of this form.

If this is your primary form then the following may be learned in less time: Shao Lin (4 years), Tai Chi Chuan (6 years).

LEVEL ADVANCEMENT BONUSES
Level 1: +3 strike and parry, +2 damage, +2 maintain balance, pull and roll
Level 2: +1 strike, +3 disarm, +3 dodge
Level 3: Critical Strike on 17-20, +5 SDC and Chi, select one additional Martial Arts Technique, Specialty Kata or Chi Ability
Level 4: +3 roll, pull, and breakfall, +2 to holds, +1 balance
Level 5: +1 strike and dodge, +2 damage, +2 locks
Level 6: +1 parry, +2 disarm and balance
Level 7: +1 strike, +1 attack per melee
Level 8: Critical Strike on 16-20, Knockout on 17-20, select one MA Technique, Specialty Kata, Chi Ability, or Zenjoriki Power
Level 9: +1 strike, +1 to holds and locks, +2 parry
Level 10: +3 pull, roll and breakfall, +2 balance, +5 SDC and Chi
Level 11: +1 strike, +2 damage, +2 disarm
Level 12: +2 init, +2 roll and breakfall
Level 13: Critical Strike on 15-20, Select one MA Technique, Specialty Kata, Chi Ability, or Zenjoriki Power
Level 14: +2 strike, parry and dodge
Level 15: +1 attack per melee, +1 disarm, hold, lock, roll, and breakfall

WHY STUDY THE WAY OF TOTAL CONCENTRATION?

Although you won't get to impress anyone with fast flurries of attacks, those few actions you do take will be incredibly effective. This form can be used with weapons training to good effect, works resonably well against multiple attackers, provides good internal and mystical training, and teaches one the value of taking the time to make sure you do something right. You will also learn patience, self control, and caution.

Dance of the Glittering Spirals

A very long time ago, on the homeworld of the elves, there was a mighty warrior named K'Rish-kov. Now, while K'Rish-kov was a warrior through and through, he had a love for the arts, especially dance. He had always felt that the skills gained in dancing were of benefit to any warrior. So he decided to merge his two favorite things, war and dance, into one.

Many years he spent consulting with the greatest warriors and dancers, and finally developed what he believed to be the perfect fighting art, which he named " The Dance of the Glittering Spirals". The name refers to the light reflected from the fighter's swords, which he is trained to use, especially with this form. Today, the art is practiced by many elven people, some of whom have brought it to Rifts Earth.

Entrance Requirements: P.S. 12 (16 for two swords), P.P. 13 (16 for two swords).
Skill Cost: 10 years.
Costume: The standard fighting costume of a practitioner of this style consists of billowy pants (similar to hakama), a colored sash, and a loose, sleeveless shirt, that is the same color as the pants. Often, leather armor, the same color as the shirt and pants, is also worn. The colors are based on the artist's level of ability, as follows:

Levels 1-3: White garments with a black sash.

Levels 4-6: Black garments with a red sash.

Levels 7-10: Red garments with a black sash.

Level 11: Purple garments with a golden sash.

Level 12: Yellow garments with a purple sash.

Level 13: Green garments with a blue sash.

Level 14: Blue garments with a green sash.

Level 15: Black garments with a white sash.

Stance: This varies according to how the artist is armed:

***Bare Handed**: Turned sideways, with his feet spread a little more than shoulders-width apart. Weight is carried on the back leg, while the front leg is constantly moving back-and-forth. The back hand is held in front of the face with an open palm, and the front hand is held low, near the groin, with a closed fist.

***One Sword**: Turned sideways, with his feet spread a little more than shoulders-width apart. Weight is carried on the front leg. The sword is held low and forward, and the free hand is held loosely at the side.

***Two Swords**: Identical to the One-Sword stance, except that the second sword is held high and back, and parallel to the ground.

CHARACTER BONUSES

Add 1 to P.S.

Add 2 to P.P.

Add 1 to P.E.

Add 15 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 2 (3 with swords).
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.
Basic Defense Moves: Dodge, Parry, Automatic Parry.
Advanced Defenses: Circular Parry, Combination Parry/Attack.
Hand Attacks: Strike (Punch), Knife Hand, Palm Strike.
Basic Foot Attacks: Kick Attack, Snap Kick.
Advanced Foot Attacks: Jump Kick, Reverse Turn Kick.
Special Attacks: Death Blow, Combination Parry/Attack, ***Flat Stun*** (This is an attempt to strike the opponent on the side of the head with the flat of the blade. It requires a natural 13 or better to be successful. If it hits, it inflicts 1D8+bonus damage, and stuns the victim for 1-2 melee rounds, during which time he suffers a -1 penalty to all attack rolls, loses two attacks and initiative. If the Strike roll is a Natural 20, it is an automatic Knock-Out for 1D4 minutes).
Weapon Katas: W.P. Sword, W.P. Paired Swords.
Modifiers to Attacks: Pull Punch, Critical Strike, Critical Strike from Rear, Knock-Out/Stun.

SKILLS INCLUDED IN TRAINING
Martial Art Powers: Iaijutsu, and one additional power from either Martial Art Techniques or Specialty Katas (no Weapon Katas).
Cultural Skills: Dance (+10%).

LEVEL ADVANCEMENT BONUSES
Level 1: +1 Roll with Punch/Fall/Impact, +2 Parry.
Level 2: +1 Strike, +1 Dodge, +1 Damage.
Level 3: Critical Strike on Natural 19-20, +1 Maintain Balance.
Level 4: +1 Attack per Melee, Select one additional power from Martial Art Techniques or Specialty Katas (No Weapon Katas).
Level 5: +2 Strike, +1 parry.
Level 6: +1 Dodge, +2 Damage.
Level 7: +1 Attack per Melee, +2 Parry, +1 Maintain Balance.
Level 8: Critical Strike on Natural 18-20, +1 Combination Parry/Attack.
Level 9: +1 Strike, +1 Parry/Dodge.
Level 10: +1 Attack per Melee, Death Blow on a Natural 20.
Level 11: Select one additional power from Martial Art Techniques or Specialty Katas (No Weapon Katas).
Level 12: +2 Maintain Balance, +3 Damage.
Level 13: Flat Stun is a Knock-Out on a Natural 19-20.
Level 14: +1 Attack per Melee, +1 Strike, +1 Parry.
Level 15: Death Blow on Natural 19-20, Death Blow with Swords on a Natural 18-20.

Why Study THE DANCE OF THE GLITTERING SPIRALS?

If you're an elf, and you want to learn inner peace and harmony, this teaches you how to dance and kill people with swords, so you might look elsewhere. But if you want to learn an art that teaches killing, this is for you.

Dekigoto Jutsu Ryu (Art of the Accident School)

By Ray Bull

Note: Due to the excessive amount of martial arts powers gained from this style, Dekigoto Jutsu Ryu counts as 3 martial arts.

Founded in the 1950's during the post-war rebuilding of Japan by a Chinese Sangokujin (black marketeer) and a Nukenin (renegade ninja) Chunin, this style is a blend of Drunken Kung Fu and Ninjutsu. Designed for use by assassins, it has kept up with modern trends. The weapon proficiency in pistol and the demolition skill are examples of this modernization. The Dekigoto Jutsu Ryu stylist will ignore the notion of "honorable" combat. They instead seek every means to gain total advantage in a fight. Attacking from concealment, weapons, traps, and poison are all possible combat tools for a follower of this style.

The current "home" of the Dekigoto Jutsu Ryu can be found in an office building in downtown Tokyo, although this is just a front to screen possible applicants and clients. The real training ground is a farm on the northern tip of Hokkaido. To gain entry to the Dekigoto Jutsu Ryu one must pass a grueling week-long battery of tests, similar to several special forces groups entry "exams", devised by the current, and past, masters of the school.

Entrance Requirements: Evil alignments only, M.E.:10, P.S.:10, P.E.:10
Skill Cost: 15 Years (Exclusive)
Costume: None. The students of Dekigoto Jutsu Ryu change disguises, and clothing, frequently.
Stance: None

CHARACTER BONUSES

Add +4 to M.E.

Add +3 to P.P.

Add +2 to Spd.

COMBAT SKILLS
Attacks per Melee: 2
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance
Basic Defense Moves: Dodge, Parry, Automatic Parry
Advanced Defenses: Multiple Dodge, Combination parry/Attack, Disarm, Automatic Dodge
Hand Attacks: Strike (Punch), Single-Knuckle Fist, Double-Knuckle Fist, Fingertip Attack, Palm Strike
Basic Foot Attacks: Trip/Leghook
Special Attacks: Knee, Elbow, Choke, Combination Strike/Parry, Combination Grab/Kick, Deathblow, Pistol Whip
Holds/Locks: Arm Hold, Neck Hold, Wrist lock, Elbow Lock, Automatic Hold, Automatic Lock
Weapon Katas: W.P. Knife
Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Knockout Stun from Behind, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING
Martial Art Powers: Automatically receive Arts of Invisibility: Stealth and Disguise, Select two (2) Powers from Atemi Abilities.
Languages: Japanese
Cultural: Dancing, Sewing
Espionage: Pick Locks, Disguise, Use/Recognize Poison
Physical: Climbing, Prowl

Weapon: W.P. Knife, W.P. Garotte, W.P. Pistol
Philosophical Training: None

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time. None

LEVEL ADVANCEMENT BONUSES
Level 1: + 3 to Roll with Punch/Fall/Impact, Critical Strike on a Natural 19+, Critical Strike or Knockout/Stun from Behind
Level 2: Automatically receive Art of Invisibility: Hiding, Select one (1) Martial Arts Power from Atemi Abilities
Level 3: +2 to Strike, +2 to Parry/Dodge, +2 to Holds/Locks
Level 4: +1 Attack per Melee, Select one (1) Martial Arts Power from Atemi Abilities
Level 5: Knockout/Stun on a Natural 19+, +2 to Rol with Punch/Fall/Impact, Critical Strike from Behind now does Triple Damage (x3)
Level 6: Automatically receive Art of Invisibility: Vanishing, Select one (1) Martial Arts Power from Atemi Abilities
Level 7: +2 to Strike, +2 to Parry/Dodge, +2 to Holds/Locks
Level 8: +1 Attack per Melee, Select one (1) Martial Arts Power from Atemi Abilities
Level 9: +2 to Rol with Punch/Fall/Impact, +3 to Damage, Automatically receive Martial Arts Technique: Light Body Climbing
Level 10: +2 to Holds/Locks, Select one (1) Martial Arts Power from Atemi Abilities
Level 11: +3 to Strike, +2 to Holds/Locks, Add 3 levels to W.P. Pistol
Level 12: +1 Attack per Melee, Select one (1) Martial Arts Power from Atemi Abilities
Level 13: Deathblow on a Natural 20, +3 to Holds/Locks, Critical Strike on a Natural 18+
Level 14: Automatically receive Martial Arts Technique: One Life, Select one (1) Martial Arts Power from Atemi Abilities
Level 15: Critical Strike on a Natural 17+, Deathblow on a Natural 19+, Automatically receive Atemi Ability: Dim Mak

Why Study Dekigoto Jutsu Ryu?

A very complex and time-consuming style to learn, Dekigoto Ryu's advantages lie in the large number of skills learned and the incredible range of Atemi Abilities.

Dwarven Wrestling

By danzig138

All children wrestle around, and dwarven children are no different. And like humans, dwarves have developed this into a sport. But unlike humans, almost all dwarves have an interest in wrestling, so the sport was developed until it was a viable combat form. It even has special moves for fighting big people.

Wrestling is the most common of the sports practiced by the dwarven people, and it is practiced equally between men and women. Dwarven wrestling matches take place in a marked-off ring, about 20 feet in diameter. There are three divisions, Basic, Standard, and Advanced.

In Basic matches, the match is fought until one of the contenders surrenders, or is thrown out of the ring three times. Eye gouging and hits to the joints or groin are not allowed, and the participants are allowed a 15 second rest period every two minutes.

In Advanced matches, all attacks are allowed, and matches last until one person surrenders, or is knocked out. And there are no rest periods. Also, in advanced matches, men and women competeagainst each other.

Entrance Requirements: None, but high P.S., P.P., and P.E. are recommended.
Skill Cost: 4 years (9 years for a Big Person if they happen to find a teacher).
Stance: Feet are spread shoulders-width apart. The wrestler is hunched over slightly, with his elbows tucked close to his body, and his hands out, with fingers spread wide.
Costume: In Basic matches, the wrestlers wear a loin cloth. In Standard matches, they wear loincloths, and they are allowed to wear thick, reinforcing leather bands on their heads, knees, and hands (+1 damage). In Advanced matches, they wear loincloths, and often wear spiked gloves, knee and shin guards, elbow guards, and studded headbands.

CHARACTER BONUSES

Add 2 to P.S.

Add 1 to P.E.

Add 30 to S.D.C.

A.R. 5

COMBAT SKILLS
Attacks per Melee: 2
Escape Moves: Roll with Punch/Fall/Impact.
Basic Defense Moves: Dodge, Parry, Automatic Parry.
Advanced Defenses: Automatic Roll, Breakfall.
Hand Attacks: Strike (Punch), Power Punch.
Basic Foot Attacks: Kick Attack.
Holds/Locks: Arm Hold, Body Hold, Leg Hold, Neck Hold, Elbow Lock.
Special Attacks: Crush/Squeeze, Body Flip/Throw, Body Block/Tackle, Neck Hold/Choke, Choke, ***Head-Butt*** (Slams forehead into the opponent's face, preferably the nose. Inflicts 1D4 damage + bonus, and has a damage x5% chance to stun the opponent into losing one action and initiative), ***Hip Punch*** (Must be in Grappling range. The wrestler delivers a powerful punch to the opponent's hip. This attack requires a Natural 11 or better to hit, and uses two actions. If it is successful, the damage is 1D6 + bonus, and a damage x2% chance that the victim will suffer a penalty of -1 Attack per Melee and -10% Spd. for 1D4 days. Additional hits can reduce Spd. by -10% each, and each additional three hit reduce Attacks per Melee by -1. If the victim's Spd. is reduced to 0, the hip is broken)
Special Big People Attacks: ***Knee Punch*** (This is identical to the Hip Punch described above, but the chance of reducing the victim's abilities is damage x3%), ***Groin Punch*** (This is pretty much a hit

to the groin. It requires a Natural 11 or better Strike roll. If successful, it inflicts 1D6 + bonus damage direct to Hit Points, and the victim loses initiative and one action), ***Toe Stomp*** (The Dwarf brings his foot down violently on the victim's toes. Requires a Natural 10 or better to hit, and inflicts 1D4 +bonus damage, and the victim loses initiative, one attack, and hops around a lot. There is a 50% chance that one or more toes will be broken).
Modifiers to Attacks: Critical Strike, Knock-Out/Stun.

SKILLS INCLUDED IN TRAINING
Physical: Body Building.

LEVEL ADVANCEMENT BONUSES
Level 1: +2 Roll with Punch/Fall/Impact, +2 Parry.
Level 2: Knock-Out/Stun on Natural 20, +1 Strike.
Level 3: +1 Attack per Melee, +3 Maintain Balance.
Level 4: +2 Body Flip (inflicts 2D6 damage), +1 Dodge.
Level 5: +1 Strike, +1 Roll with Punch/Fall/Impact.
Level 6: Critical Strike on Natural 19-20, +2 Maintain Balance.
Level 7: Knock-Out/Stun on Natural 19-20, +2 to Holds/Locks.
Level 8: +1 Attack per Melee, +2 Parry.
Level 9: +2 Damage, +2 Breakfall.
Level 10: Critical Strike on Natural 18-20, +1 Dodge.
Level 11: +1 to P.S., P.E.
Level 12: Knock-Out/Stun on Natural 18-20, +1 Strike.
Level 13: +2 Parry/Dodge.
Level 14: +2 Body Flip (3D6 damage), +1 Maintain Balance.
Level 15: +2 Strike, +3 Damage.

Why Study DWARVEN WRESTLING?

It's a good style if you like to get in close and hurt your opponent. It teaches absolutely no internal training, but it does teach you how tough you can be.

English Swordsmanship

"I've got a knife! Gimme your-- WHAT THE F&!@ IS THAT?!?"

English Swordsmanship has a history spanning thousands of years. Honed over the millenia through action against almost every invader on the European Continent, the art of the sword is highly regarded throughout English history. The blades of Great Britian have been used and abused against Romans, Vikings, Normans, Picts, Germanic barbarians, Angles, Saxons, Danes, French, Spainiards, and each other. Naturally, they got very good at what they did. This form, in particular, represents the art of swordsmanship in England shortly before and into the Renessaince (circa 1550-1600). The preferred English weapon, before the rapier came into play, was the hand-and-a-half sword. A cut-and-thrust weapon, the sword had an edge along both sides of a wide blade that slightly tapered toward the point. The weapon had a bar-shaped crossguard that often bent outwards in the direction of the tip. Pommel shapes varied anywhere from crescents and rings to rectangular blocks and leaf-shapes. The weapons also tended to be very well balanced, making them feel much lighter than they look. The prime advantage to the English style of swordplay in personal combat over the thrusting style that the rest of the continent was adopting was its use in melee. The English had a tendancy to use whatever worked best, so they adopted the standard combat form of swordfighting (meant for use on the battlefield) even in one-on-one duels. This provided a few advantages over the newer rapier style, mainly the quick and brutal kill as well as its natural advantages when facing more than one opponent.

Modern use of this form is mostly limited to displays and SCA combat, but some have been working on restoring it as a legitimate martial art form. It is still extremely rare, almost to the point of being an Exlcusive form (not so thanks to its use in the SCA), making teachers hard to find. Most swordsmen (and swordswomen, of course) will be forced to research the form, rather than learn it in a proper school. Still, once learned, the art is extremely effective and deadly against nearly any combatant, even with its near total lack of Oriental-style Internal Training.

Entrance Requirements: PS and PE of 10 or higher
Skill Cost: 8 Years (6 Years as a Secondary Form)
Costume: English swordplay traditionally required heavy protection, running towards full plate armor. For more reasonable clothing, a swordsman will prefer something loose that allows for full body movement, particularly in the waist and shoulders.
Stance: Stands upright, knees only slightly bent, both feet in solid contact with the ground. The exact position of the primary weapon varied, but was most often held back or above the head in preperation to strike, point forward.

CHARACTER BONUSES

Add 2 to P.S.

Add 1 to P.P.

Add 2 to P.E.

COMBAT SKILLS
Attacks per Melee: 3
Escape Moves: Roll with Punch/Fall/Impact
Basic Defensive Moves: Parry, Automatic Parry, Dodge
Advanced Defenses: Disarm, Maintain Balance, Circular Parry
Hand Attacks: Strike (Punch), Roundhouse (See Choy-Li-Fut Kung Fu, does 1D10 Damage), Uppercut (See Choy-Li-Fut Kung Fu, does 1D8 Damage)
Basic Foot Attacks: Snap Kick, Tripping/Leg Hooks
Special Attacks: ***False Attack***(NEW! The False Attack is just that, a fake attack. It is used to draw a parry or reaction out of the opponent. The exact method of attack the character fakes varies and can be any type of attack the character possesses. This is a Combination Move, used in conjunction with

another attack. The character chooses what attack to fake and rolls to strike. On a roll of 5 (or equal to the opponent's AR) or greater, the false attack succeeds. The opponent can (and should) attempt to defend against the false attack. Whether they successfully defend against the fake attack or not, the attacker then moves into the second attack. The character is at +3 to strike with second attack and the defender must use an attack to defend against it (no Automatic Defenses). Knee, Elbow, Grab, Entangle, Death Blow
Holds/Locks: Arm Hold, Body Hold, Automatic Arm Hold
Weapon Katas: WP: Hand and a Half Sword (3rd level), WP: Buckler Shield, WP Hand and a Half Sword and Buckler Shield (paired), Select one from the list below
Modifiers to Attacks: Critical Strike, Critical Strike from Behind

SKILLS INCLUDED IN TRAINING
Martial Art Powers: Dam Sum Sing. Can be traded for any Body Hardening Exercise (excluding Chi Gung) or any Basic Skill Program.
Languages: English
Physical Skills: Wrestling
Other Skills: Research

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Jujutsu (4 years), Isshin-Ryu Karate (4 years), Zanji Shinjinken-Ryu (5 years). **Special Notes**: Unless noted above, any Martial Art that teaches a Philisophical Skill will take 1 more year to learn. This is due to the Duelist's pragmatic outlook and its effect on the philosophy ofthe fighter. Should the game be run in its correct historical time period, or in a fantasy setting, drop the Research skill above and add an extra +1 to strike and parry.

LEVEL ADVANCEMENT BONUSES
Level 1: +2 to Roll/Pull Punch, +1 to Parry, Critical Strike, Critical Strike from Behind
Level 2: +1 to Strike, +1 to Dodge
Level 3: +1 Attack Per Melee, +1 to Disarm
Level 4: Select two Weapon Katas from the list below and one Martial Art Power from the list below.
Level 5: +2 to Damage, +1 to Maintain Balance
Level 6: +1 to Parry, +1 to Roll with Punch/Fall, Critical Strike on Natural 19-20
Level 7: +1 Attack Per Melee, +1 to Disarm
Level 8: Death Blow on Natural 20, Select one Weapon Kata from the list below
Level 9: +1 to Strike, +1 to Dodge
Level 10: Select one Weapon Kata from the list below, Critical Strike on Natural 18-20
Level 11: +1 Attack Per Melee, +1 to Maintain Balance
Level 12: +1 to Roll with Punch/Fall, +1 to Parry, +1 to Disarm
Level 13: Select one Weapon Kata from the list below, Critical Strike on Natural 17-20 (weapon only)
Level 14: +1 Attack Per Melee, Select one Martial Art Power from the list below
Level 15: +1 to Strike, +1 to Dodge, Death Blow on Natural 19-20 (weapon only)

Martial Art Power List
Any Body Hardening Excercise (excluding Chi Gung) Any Special Kata (Weapon Katas can be chosen from any weapon) One Life, One Shot, One Hit, One Kill (Martial Art Technique) Iai Jutsu (Martial Art Technique) Zanshin (Martial Art Technique),
Breathing (NEW) (Body Hardening Exercise) The Breathing BHE is simply the ability to breathe adequately when engaging in heavy combat, a neccessity when swinging a heavy sword while covered in plate mail. It is the rough equivalent of aerobic training. BONUSES: +1 to PE, +10 to SDC,
Four Governers (NEW) (Special Kata) While all good (read: not dead) swordsmen keep these four virtues in mind, the Four Governers Kata allows the swordsman to combine all four effectivally at once. The first Goverener is Judgement, allowing the swordsman to judge his opponent's style and likely moves. The second is Distance, giving the swordsman an idea of what the proper distance is for him to strike without being hit. Time is the next, granting a better sense of the timing and flow of the battle. The fourth is Place, loosely defined as granting the swordsman the knowledge of how best to align his body against the opponent and the opponent's style. The kata requires one full melee of no

strikes. The swordsman can parry and dodge, but no attack moves are allowed. At the end of the melee, the bonuses take effect for the rest of the combat or until the opponent changes martial art forms. BONUSES: +3 to Strike, Parry, and Dodge, +1 attack per melee, Can move more effectively through the Combat Ranges (does not take an attack, regardless of movement).

Weapon Kata List
WP: Hand and a Half Sword
The traditional knightly Crusader broadsword. See WP: Large Swords for bonuses.

WP: One-handed Sword
The one-handed sword is a cut-and-thrust weapon that is used most effectively with one hand, like the Basket-hilted Claymore or Sword-Rapier (the edged version of the rapier). Bonuses are the same as WP: Large Sword.

WP: Short Sword
The Short Sword is just that, a short sword. Typical examples would be a cutlass, hoplite, and the occasional machette. Uses WP: Short Sword bonuses.

WP: Two Handed Sword
See WP: Large Swords.

WP: Dagger
See WP: Knife

WP: Blunt/Single Stick
See WP: Blunt

WP: Buckler Shield
Described in Pal Fantasy 1st and 2nd Edition, a Buckler Shield is basically a small round shield. A smaller version, called the target shield, was also used, though the buckler was preferred for its larger size. Provides a bonus of +1 to parry at levels 1, 3, 6, 9, 12, and 15. The shield can be used to strike with, as well, doing 1D4 damage. Gains +1 to strike at levels 4, 8, and 12.

WP: Lantern/Flashlight
The flashlight or focused-light lantern is used in the off-weapon hand in combination with other attacks. Best used in the dark (all effects are at 1/2 strength in the light), the light is shined into the opponent's eyes, momentarily blinding them to the attacker's moves. The target of a successful lantern strike is at -5 to strike, parry, and dodge the lantern holder's next two attacks. The lantern itself has +1 to strike at levels 1, 3, 5, 8, 11, 13, and 15.

WP: Short Staff
The short staff is something of a misnomer, in my opinion. The length of this weapon is determined by holding the staff close to one's body with the left hand, reaching up as high as possible with the right hand, then adding a space for the fighter to put both his hands. This puts the "short" staff at between 8 to 9 feet in length. Uses the WP: Staff Bonuses.

WP: Pike/Polearms
Polearms, in this case, is a general combination of spear and staff weapons, from the long staff and javelins to pikes and halberds. The character that chooses polearms has to choose a particular weapon to use, no general types allowed, and it has to be Western in design. Because of the lengths of these weapons, they are best used at greater than Long Range. At Combat and Grappling Range, the weapon effectively becomes a staff. Uses the WP: Spear bonuses.

WP: Paired Weapons
See WP: Paired Weapons. The choices are almost always Half-and-a-half sword, Short Sword, or Cut-and-Thrust Sword, combined with one other weapon. The individual weapons cannot be used singly unless that Weapon Kata is also possessed.

The following Katas are allowed, as a master combatant will learn to use every weapon he can. Keep in mind, though, that these weapons and styles are poorly regarded in this style of combat and will be the last chosen, as a general rule.

WP: Rapier
Uses the WP Large Sword bonuses. The Rapier (in-game context) is a thrust only weapon. Small cuts can be made with its edge, but they only do 1 point of damage. Due to stance and the length of the weapon (average of 48 inches overall), it can be used at Long Range with no penalty, recieves a penalty of -5 to strike at Combat Range, and is impossible to use at Grappling Range (pending a special move developed by the GM and/or player). Note that some versions of the rapier have real cutting edges and some do not. A rapier with a signifigant cutting edge (ie: blade width of greater than 1.5 inches/3 cm) uses WP: Cut-and-Thrust Sword rather than WP: Rapier. Rapiers do 2D6 damage. Average cost: $400-$500

WP: Small Sword
The Small Sword is essentially the same as a Rapier, but smaller and lighter. The weapon has a penalty of -3 to strike at Grappling Range and uses WP: Small Swords bonuses. Damage: 1D8. Average Cost: $300-$400

WP: Cloak/Net
Described in Pal Fantasy 2nd Edition. The cloak or net can be used in a whipping motion (1D6 damage), thrown at the opponent (blinding damage), used to parry an incoming blow, or to entangle the opponent's arm or weapon. Recieves +1 to strike or entangle at levels 2, 5, 8, 11, and 15. Recieves +1 to parry at levels 2, 4, 6, 9, and 12.

PAL FANTASY NOTES: This MA form would probably be better applied to Pal Fantasy than to N&SS, but since it uses N&SS rules... If you are inclined to use this in Pal Fantasy, there shouldn't be much trouble converting it to PFRPG's HTH system. Ignore questions of Range and any other HTH move or term you're not sure on. Also, ignore the few teachers rule and drop the Research skill. There will be a great many more teachers in Pal Fantasy, as well as better techniques.

Why Study ENGLISH SWORDSMANSHIP?

The art is mainly studied for its historical value than effectiveness in modern combat, but it still works as an extremely deadly and impressive force when properly used.

Hand to Hand: Expert (Revised)

By JJ Fuzz

Skill Cost: Two "other" skills, or as noted under O.C.C. Skills section.
Techniques Known at First Level: Punch (1D4 damage), backhand strike (1D4 damage), palm strike (1D6 damage), kick attack (1D6+1 damage), snap kick (1D6 damage), tripping/leg hooks
Special Attacks: Knee and elbow strikes (1D6 damage), forearms strike (1D4 damage), body flip/throw.
Locks/Holds: Arm hold.
Modifiers to Attacks: Pull punch, knock-out/stun, critical strike, critical strike from behind, death blow.
Character Bonuses: +1 to P.S. and +2 to Spd, +1D6 to S.D.C.
Additional Skills: None
Level Advancement Bonuses:
Level 1: Add two additional attacks per melee, +2 to roll with punch/fall/impact, +2 to pull strike, critical strike on natural 20.
Level 2: +3 to parry and dodge.
Level 3: +2 to strike, +1 on initiative.
Level 4: Add one additional attack per melee.
Level 5: +1 on initiative, front kick attack does 2D4 damage and can learn two kick attacks of choice.
Level 6: Critical strike on natural 18 to 20, +1 to body flip/throw
Level 7: Select one ancient Paired Weapons skill.
Level 8: +1 on initiative, +2 to disarm, critical strike from behind.
Level 9: Add one additional attack per melee.
Level 10: +3 to damage, +2 to pull strike.
Level 11: Knock-out/stun on natural 18 to 20, +1 to body flip/throw.
Level 12: +2 to parry and dodge.
Level 13: Critical strike or knock-out from behind (triple damage).
Level 14: Add one additional attack per melee, +1 on initiative.
Level 15: Death blow on natural 19 or 20.

Shotokan Karate

Shotokan Karate stylists practice the basics of the style over and over again. The katas of Shotokan can be intricate, but the followers of this style tend to rely on simple moves rather than flashy ones. This reliance on the basics does not make them less dangerous, but more, as they react with well practised speed.

Entrance Requirements: None
Skill Cost: 10 years (Primary), 5 years (Secondary)
Costume: Standard Karate Gi
Stance: Body turned side on to opponent, legs set twice shoulder width and bent parallel to the floor at the knees.

CHARACTER BONUSES

Add 5 to Chi

Add 1 to M.E.

Add 2 to P.S.

Add 1 to P.E.

Add 1 to Spd.

Add 10 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 4
Escape Moves: Maintain Balance, Roll with Punch/Fall/Impact
Basic Defense Moves: Dodge, Parry, Automatic Parry
Advanced Defense Moves: Multiple Dodge, Combination Power Block/Parry, Combination Parry/Attack
Hand Attacks: Strike(Punch), Knife Hand, Back Hand, Power Punch, Double -Fist Punch
Basic Foot Attacks: Kick Attack, Snap Kick, Roundhouse Kick, Backward Sweep, Trip/Leg Hook, Reverse Turning Kick
Jumping Foot Attacks: Jump Kick, Flying Jump Kick
Special Attacks: Leap Attack, Knee, Elbow, Deathblow, Combination Strike/Parry
Weapon Katas: W.P. Staff, W.P. Sai (paired)
Modifiers to Attacks: Pull Punch, Knockout/Stun, Critical Strike, Critical Strike from Behind, Knockout/Stun from Behind

SKILLS INCLUDED IN TRAINING
Martial Art Powers: Automatically receive Body Hardening Exercise: Sangeiko/Shochu Geiko. You may select a total of one (1) Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas.
Languages: Japanese
Philosophical Training: Bushido

If this is your Primary Martial Arts Style then the following other styles can be learned in a shorter time. Kyokushinkai (5 years), T'ang Su (3 years), Te (4 years)

LEVEL ADVANCEMENT BONUSES
Level 1: +1 to Roll with Punch/Fall/Impact, +1 to Parry, +2 to Damage, Critical Strike on a Natural 20, Critical Strike or Knockout/Stun from Behind
Level 2: +1 to Strike, +1 to Maintain Balance
Level 3: +1 Attack per Melee, +1 to Damage, Deathblow on a Natural 20

Level 4: +1 to Parry, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas
Level 5: +1 to Damage, Critical Strike on a Natural 19+
Level 6: +1 Attack per Melee, +1 to Maintain Balance, Knockout/Stun on a Natural 20
Level 7: +1 to Parry/Dodge, Add one (1) level to one (1) Weapon Kata
Level 8: +1 to Strike, +1 to Damage, Select one (1) Martial Arts Power from Body Hardening Exercises, Martial Arts Techniques, or Special Katas
Level 9: +1 Attack per Melee, Critical Strike on a Natural 18+
Level 10: +1 to Parry/Dodge, +1 to Maintain Balance
Level 11: +1 to Damage, Knockout/Stun on a Natural 19+
Level 12: +1 Attack per Melee, Select one (1) Martial Arts Power from Chi Skills, Martial Arts Techniques, or Special Katas
Level 13: +1 to Parry/Dodge, +1 to Damage, Deathblow on a Natural 19+
Level 14: +1 to Strike, +1 to Maintain Balance
Level 15: +1 Attack per Melee, +2 to Damage, Double Existing Chi

Why Study Shotokan Karate?

A solid, simple martial art that is devastating in combat.

Shotokan Karate

"We fight not for wealth or power, but for the fight itself. What care I for trophies? The thrill of victory and the thought of my next opponent are enough."
-A Shotokan Practioner (SF:TSG)

"I have taught you the secrets of Shotokan Karate, and you have become adequate warriors. You are now carriers of the kiving art of Shotokan Karate - for all martial arts are living arts; they grow and change and conform to the needs of each generation of Sensei and disciple. As with all living things, some generations can be stronger or weaker than their ancestors. You must ensure that the living art of Shotokan never becomesweak. For our style to live on, you must one day share its secrets with others as I have shared them with you. First, however, you must prove yourselves fit to carry on my name and the style of Shotokan. Go into the world to test your knowledge by fire and blood. Should you survive long enough for your own beards to gray with age, then you will know that your Shotokan Karate is strong; then you will know that you are worthy to teach the art. But if you should fall from the path, do not disgrace me by teaching your weak version of the art. Better that the style of Shotokan Karate should die than become a tree that appears great for its age but is rotten and weak inside."
-Gouken, to his students Ken & Ryu (SF:TSG)

China History

Although the ancient origins of karate are extremely vague, we do know that about 1400 years ago while teaching at the Shaolin Temple in China, Daruma Daishi used techniques developed into fighting forms known as Shaolin Boxing.

Okinawa

In the 16th Century, Shaolin Boxing found its way to Okinawa from China. It combined with native Okinawan techniques to develop into several Okinawan styles.

Japan - Master Funakoshi

In 1922, having mastered two major styles in Okinawa, Master Gichin Funakoshi, then President of the Okinawa association of the Spirit of Martial Arts, was chosen to demonstrate karate at the first National Athletic Exhibition in Tokyo. This led to the introduction of the ancient martial art to the rest of Japan. At the urging of friends and officials, he remained in Tokyo to teach.

U.S.A. - Tsutomu Ohshima

Tsutomu Ohshima was one of Master Funakoshi's last direct pupils (1948 - 1953) studying under him while attending Waseda University in Tokyo, Japan. In 1955, Mr. Ohshima came to the United States and was the first man to teach Karate in this country. That same year he organized the Southern California Karate Association, which has grown over the years to become a nationwide organization, Shotokan Karate of America.

Entrance Requirements: Characters must be of an Honorable alignment. Attribute requirements are I.Q.: 12 and M.E.: 10.
Skill Cost: 10 Years (7 Years as a Secondary Martial Art Form)
Costume: Standard Karate outfit
Stance: Feet shoulder's width apart, forward foot pointed ahead and to the outside rear foot point out and to the front, knees bent. Forward arm is held bent at a 90 degree angle with hand open similar to a knife-hand strike, and the rear hand in a fist against the waist.

CHARACTER BONUSES

Add 2 to P.S.

Add 1 to P.E.

Add 1 to P.P.

Add 10 to S.D.C.

COMBAT SKILLS
Attacks per Melee: 3
Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance.
Basic Defense Moves: Dodge, Parry, Automatic Parry.
Advanced Defenses: Automatic Dodge, Power Block/Parry (does damage!), Automatic Roll, Breakfall.
Hand Attacks: Strike (Punch), Fore-Knuckle Fist, Backhand, Palm Strike, Double-Palm Strike, Duo-Fist Strike.
Basic Foot Attacks: Kick, Snap Kick, Roundhouse Kick, Wheel Kick, Crescent Kick, Axe Kick, Backward Sweep, Tripping/Leg Hook, Reverse Turning Kick (Combination Dodge/Kick), Drop Kick (Combination Fall/Dodge/Kick).
Jumping Foot Attacks: Jump Kick, Flying Jump Kick, Flying Reverse Turning Kick.
Special Attacks: Death Blow, Leap Attack, Combination Grab/Kick, ***Butjapgo Chagi*** (Special! One opponent is grabbed and another is kick simultaneously. Only takes one melee action, but requires two successful Strike Rolls. Does 1D6 damage to the opponent grabbed and 2D6 damage to the opponent kicked).
Holds/Locks: Arm Hold, Wrist Lock, Elbow Lock.
Weapon Katas: None
Modifiers to Attacks: Pull Punch, Knock-Out/Stun, Critical Strike, Critical Strike From Rear.

SKILLS INCLUDED IN TRAINING
Martial Arts Powers: Select a total of three (3) powers from Body Hardening, Zenjorike, and Specialty Katas (Note: Weapons Katas not allowed). If desired, any number of powers can be traded, one-for-one, for any Basic Skill Programs (excluding physical).
Languages: Japanese
Physical: Gymnastics
Philosophical Training: Bushido

If this is your Primary Martial Arts Form then the following other forms can be learned in a shorter time. Jujutsu (3 Years), Tae Kwon Do Karate (4 Years), or Taido (5 Years).

LEVEL ADVANCEMENT BONUSES
Level 1: +1 to Maintain Balance, Critical Strike from Behind, Death Blow on a roll of Natural 19 or 20
Level 2: +2 to Roll with Punch/Fall/Impact, +2 to Damage
Level 3: +1 Attack per Melee
Level 4: +2 to Parry/Dodge, Critical Strike on Natural 17, 18, 19 or 20
Level 5: +1 to Maintain Balance, +1 to Strike
Level 6: +1 to Roll with Punch/Fall/Impact, +2 to Damage
Level 7: +1 Attack per Melee
Level 8: +1 to Parry/Dodge, Knock-Out/Stun on Natural 18 or better
Level 9: +1 Attack per Melee, +1 to Maintain Balance
Level 10: +1 to Roll with Punch/Fall/Impact, Select Two (2) Additional Martial Arts Powers from Body Hardening, Special Katas, and Zenjorike.
Level 11: +1 to Strike, +2 to Damage
Level 12: +2 to Parry/Dodge, Death Blow on roll of Natural 18, 19 or 20
Level 13: +1 Attack per Melee, +1 to Maintain Balance
Level 14: +1 to Roll with Punch/Fall/Impact, +2 to Damage
Level 15: Select One (1) Additional Martial Arts Power from Body Hardening, Special Katas, and Zenjorike.